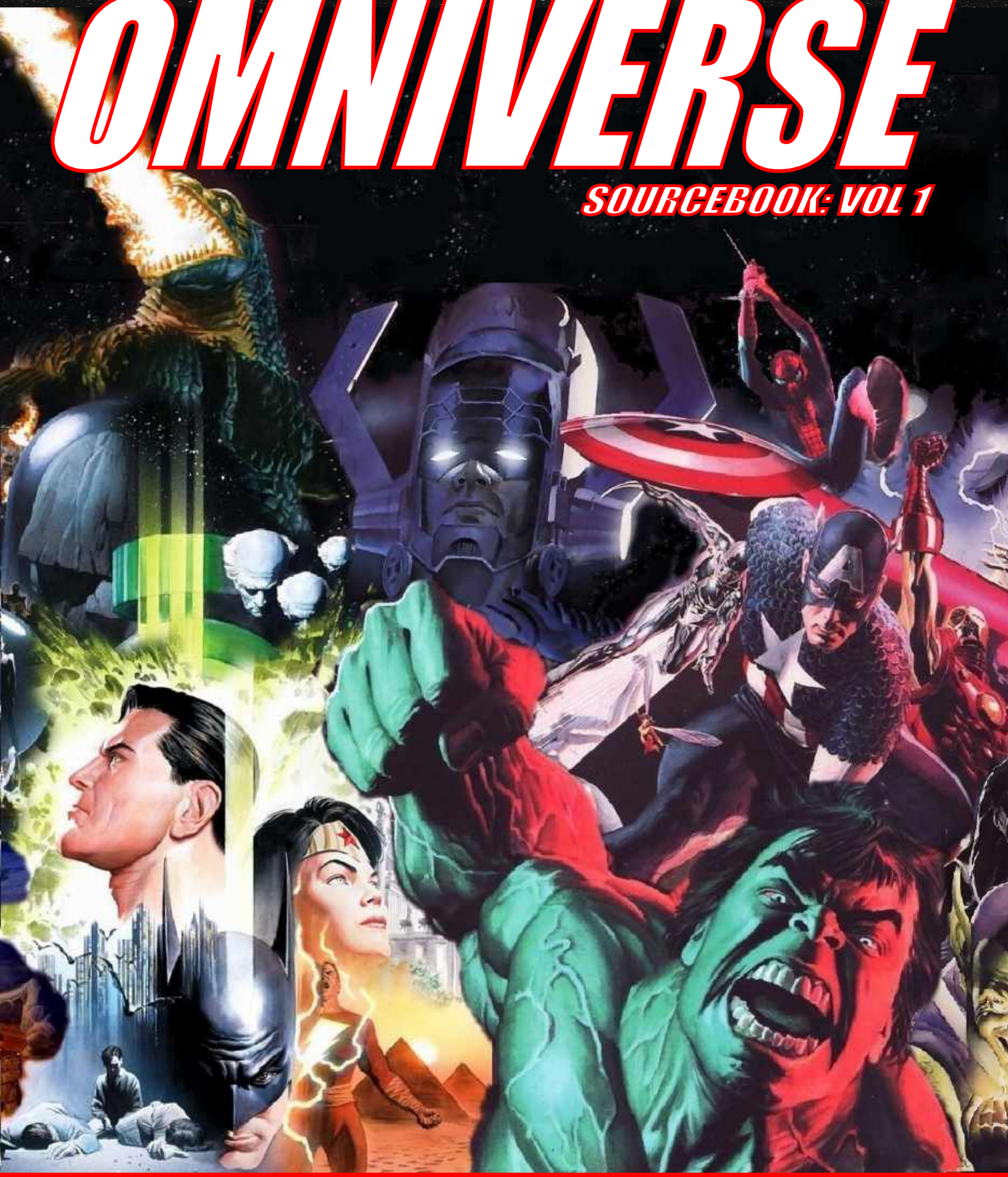
OMNIVERSE

SOURCEBOOK: VOL 1



OMNIVERSE

"Who's stronger? Superman or the Hulk?"
"Who's a better fighter? Batman or Captain America?"

The Omniverse Sourcebook is a compilation of characters from all the universes, all the movies and TV shows, Marvel and DC Comics, classic fiction, and even the real world, all quantified and measured against each other. The stat system is formulated on the *Mutants and Masterminds 3rd Edition* Role-Playing game, providing a stat system that compares varying abilities, as well as allowing the characters to actually be played against each other – Superman can actually fight the Hulk… or Godzilla, or Darth Vader.
The stats are, whenever possible, directly from 'official' sources for licensed characters. When these are insufficient or unavailable, original stats are supplied, supplemented with judicious artistic license.

COMBAT ROUND

Who Goes First?: D-20 Dice Roll plus Initiative – high score goes first each turn.

How Do You Fight?: First opponent attacks with their Unarmed Fighting score, plus the Dice Roll.

The opponent's defense is their Parry score plus 10 points. If the striker's score is higher than the defender's, he has scored a hit.

If the defender survives the hit, they take their turn, repeating the above process. If both combatants are still conscious, repeat until someone wins.

How Much Did It Hurt?: The damage of the strike is determined by the attacker's Strength + 15 points. The defender must beat that total with a combination of their Toughness score and a Dice Roll. If they fail, they suffer damage, and are –1 on all future Dice Rolls that determine damage.

Every 5 points the defender's Toughness Roll fails by, adds one-degree of failure. When an opponent fails by 4 degrees, they are unconscious.

NOTE: Combatants may supplement their basic abilities with strategy. See: Battle Tactics & Combat Maneuvers.

ABILITY BENCHMARKS

RANK	DESCRIPTION
-5	Completely inept or disabled
-4	Weak; infant
-3	Younger child
-2	Child, elderly, impaired
-1	Below average; teenager
0	Average adult
1	Above average
2	Well above average
3	Gifted
4	Highly gifted
5	Best in a nation
6	One of the best in the world
7	Best ever; peak of human achievement
8	Low superhuman
10	Moderate superhuman
13	High superhuman
15	Very high superhuman
20	Cosmic
23	Titans, Major gods
25	Skyfather
30	Minor Omnipotent, up to galactic effect
40	Major Omnipotent, up to universal effect
50	Universal Power
55	Multiversal Power
60	Megaversal Power
X	Omniversal Power

Although a rank of 7 is defined as "the peak of human achievement" in an ability on the **Ability Benchmarks** table, a character with an ability rank greater than 7 isn't necessarily "non-human," merely superhuman in comparison to *ordinary* people. Many "normal human" characters in the comics have truly superhuman abilities, particularly mental abilities. A character can have a superhuman ability rank without necessarily being anything other than an amazingly talented, well-trained human being. The limit of what "normal" people can accomplish is up to the Gamemaster and depends very much on the style of the game.

TABLE OF CONTENTS

AABOMINATION 6
ABRAXAS 8
ALIEN 10
- CHEST-BURSTER 12
- FACE-HUGGER 13
- PREDATOR HYBRID 14
- QUEEN 15
- RIPLEY 17

ANNIHILUS 18
ANTI-MONITOR 20
- THE MONITORS 22

AQUAMAN 24
ASPEN MATHEWS 26
AVENGERS 28
- DOCTOR PYM 29
- HAWKEYE 30
- HERCULES (MARVEL) 31
- SCARLET WITCH 31
- VISION 32
- WASP 33
- WONDER MAN 34

BANE 36
BATGIRL 38
- CASSANDRA CAIN 40
- STEPHANIE BROWN 41

BATMAN 42
- DARK KNIGHT RETURNS 44
- KINGDOM COME 45
- OWLMAN 46
- SUPER-BAT 47
- VAMPIRE-BAT 48
- AZRAEL 49
- ALFRED PENNYWORTH 50
- COMMISSIONER GORDON 51

BETA RAY BILL 52
BEYONDER 54
- KOSMOS 56
- BEYONDERS 57

BIG BARDA 58
BIZARRO 60
- LEXCORP CLONE 61

BLACK ADAM 62
- ISIS 64
- OSIRIS 65

BLACK CANARY 66
BLACK CAT 68
BLACK PANTHER 70
BLACK WIDOW 72
BUCK ROGERS 74
- COL. WILMA DEERING 75
- PRINCESS ARDALA 76
- TWIKI 77
- DOCTOR THEOPOLIS 77

BUFFY THE VAMPIRE SLAYER 78
BULLSEYE 80
CAPTAIN AMERICA 82
CAPTAIN ATOM 84
- MONARCH 86

CAPTAIN MARVEL 88
- PRE-CRISIS 90
- CAPTAIN MARVEL JR. 91
- MARY MARVEL 92
- SHAZAM 93

CATWOMAN 94
CAVEWOMAN 96
CELESTIALS 98
- ARISHEM 99
- DREAMING 99
- EARTH 4280 100
- EXITAR 101
- ONE ABOVE ALL 101
- CELESTIAL HOST 102

CLASH OF THE TITANS 104
- PERSEUS 105
- ANDROMEDA 105
- KRAKEN 106
- MEDUSA 107
- DIOSKILOS 108
- PEGASUS 108

CONAN 110
CROCODILE 112
- ALLIGATOR 113
- GIANT ALLIGATOR 114
- DEINOSUCHUS 115
- SARCOSUCHUS 115
- PURUSSAURUS 116
- KOMODO DRAGON 117

CTHULHU 118
DAREDEVIL 120
DARKNESS 122
DARKSEID 124
DAZZLER 126
- DAZZLER: X-MEN 128
- HERALD OF GALACTUS 129

DEATH (MISTRESS DEATH) 130
- OBLIVION 131
- HELA 132
- PLUTO 133
- SETH 133

DEATHSTROKE 134
DIRTY HARRY 136
DOCTOR DOOM 138
DOCTOR STRANGE 140
DOOMSDAY 142
DORMAMMU 144
ELDER GODS 146
- CHTHON 146
- GAEA 148
- DEMOGORGE 149
- SET 150
- SHUMA GORATH 151

ELDERS OF THE UNIVERSE 152
- ASTRONOMER 152
- CHAMPION 153
- COLLECTOR 154
- CONTEMPLATOR 155
- EGO THE LIVING PLANET 156
- GARDENER 156
- GRANDMASTER 157
- OBLITERATOR 158
- POSSESSOR 159
- RUNNER 159
- TRADER 160

ELEKTRA 162
ENDLESS 164
- DEATH 165
- DELIRIUM 166
- DESIRE 167
- DESPAIR 167
- DESTINY 168
- DESTRUCTION 169
- DREAM (MORPHEUS) 170
- DREAM (DANIEL) 171

ETERNALS 172
- KRONOS 173
- MENTOR 173
- ZURAS 174

ETERNITY 176
- INFINITY 177
- ENTROPY 178
- MASTER ORDER/LORD CHAOS 179
- IN-BETWEENER 179

FAIRCHILD 180
FANTASTIC FOUR 182
- HUMAN TORCH 183
- INVISIBLE WOMAN 184
- MR. FANTASTIC 185
- THING 186
- THING (SPIKY) 187
- FRANKLIN RICHARDS 187

FIN FANG FOOM 188
THE FLASH 190
- WALLY WEST 192
- JAY GARRICK 193

GALACTUS 194
- GALACTUS (TIME BUBBLE) 196
- GALACTUS ENGINE 197
- GALACTUS X 198
- GAH LAK TUS 200
- MERGED 201
- TAA II 202
- WORLD SHIP 203
- PUNISHERS 203

GALACTUS' HERALDS 206
- AIR-WALKER 207
- FALLEN ONE 208
- FIRELORD 209
- MORG 210
- NOVA 211
- RED SHIFT 212
- STARDUST 213
- TERRAX 212
- TYRANT 216
- GALACTA 217

GHOST 218
GHOST RIDER 220
GLADIATOR 222
GODZILLA 224
- GODZILLA (1984) 226
- GODZILLA (2000) 227

TABLE OF CONTENTS

GODZILLA (GMK) 228
GODZILLA (MARVEL) 229
GODZILLA (ORIGINAL) 230
GODZILLASAURUS 231
ZILLA 232
GODZILLA (2014) 233
MUTO 234
GIGANTIS 235
ODZILLA JUNIOR 235
GODZILLA (SHOWA) 235
BIOLLANTE 237
DESTROYAH 238
GAMERA 239
GOROSAURUS 240
KING GHIDORAH 240
MECHAGODZILLA 242
MOTHRA 243
RODAN 244

GOG 246
GOG (WILLIAM) 248
MAGOG 249

GREEN ARROW 250

GREEN GOBLIN 252

GREEN LANTERN 254
KYLE RAYNER 257
GUY GARDNER 258
JOHN STEWART 259
KILIWOG 261
GANTHET 262

GREMLINS 264

HAWKMAN 266
HAWKGIRL 268
HAWKWOMAN 270

HEAVEN AND HELL 272
ASMODEL 274
BLAZE 275
NERON 277
ZAURIEL 278

HEAVYWEIGHT CHAMPIONS 280
MIKE TYSON 280
MUHAMMAD ALI 281

HELLBOY 282

HEROES FOR HIRE 284
CAGE 285
IRON FIST 285

HIERARCHY OF INFINITY 286
PRESENCE 286
ONE ABOVE ALL 287
BROTHERS (DC/MARVEL) 288
HEART OF THE UNIVERSE 288
GREAT EVIL BEAST 289
BEYONDERS 280
INFINITY BEING 290
LIVING TRIBUNAL 291
INFINITY GAUNTLET 291
LUCIFER MORNINGSTAR 292
ARCHANGEL MICHAEL 292
BEYONDER 292
INFINITES 293
HUNGER 293
ETERNITY 294
ENDLESS: DEATH 294
DESTRUCTION 294
SOURCE 295
ENTROPY 295
COSMIC EGG 295
GALACTUS ENGINE 296
MASTER ORDER/LORD CHAOS 297
IN-BETWEENER 297
GALACTUS 298
CELESTIALS: ARISHEM 299
PHOENIX 300
PROEMIAL GODS: TENEBROUS 300
IMPERIEX 301
ENDLESS: DREAM 302
SPECTRE 304
SUPERMAN 1.MIL PRIME 303
DESTROYER 304
COSMIC CUBE 304
KUBIK 305
MR. MXYZPTLK 305
LOVE AND HATE 305
VISHANTI 306
SURTUR 306
SHUMA-GORATH 307
LORDS OF ORDER & CHAOS 307
TERMINUS 307
EGO 308
TYRANT 308
TRIGON 308
PHANTOM STRANGER 308
ENDLESS: DESTINY 308
DEMOGORGE 308
SOLARIS 308
SET 308
YUGA KAHN 308
ODIN 309
ZEUS 310
ANTI-MONITOR 310
MEPHISTO 311
KRONOS 311
MANGOG 311
GANTHET 311
WATCHER 312
GOG 312
STRANGER 312
GRANDMASTER 313

HIGH EVOLUTIONARY 314

HULK 316
AVENGERS 318
CLASSIC 319
JOE FIXIT 320
LOU FERRIGNO 321
MAESTRO 322
PROFESSOR 323
RED HULK 324
THE END 325
WAR 326
WORLD WAR 327
WORLD-BREAKER 328
DEVIL HULK 329
HULK 2099 330
BANNER-HULK 331
GREEN SCAR 331
MINDLESS HULK 331
BETTY BANNER 332
DOC SAMSON 332
RICK JONES 333
THUNDERBOLT ROSS 333

HUNGER 334

HUNTRESS 336

HYPERION 338

IMPERIEX 340

IMPOSSIBLE MAN 342

INDIANA JONES 344
MARION RAVENWOOD 345

INFINITES 346

INFINITY WATCH 348
ADAM WARLOCK 349
MAGUS 350
GODDESS 351
DRAX 352
GAMORA 353
MOONDRAGON 354
PIP 355
MAXAM 356

IRON MAN 358
ORIGINAL 360
CLASSIC 361
HULK-BUSTER 362
WAR MACHINE 363

JAMES BOND 364

JOKER 366
HARLEY QUINN 368
KILLER CROC 269
MAN-BAT 370
PENGUIN 371
POISON IVY 373
RIDDLER 374
TWO-FACE 376

JUDGE DREDD 378

JUGGERNAUT 380

KARATE KID 382

KAZAR 384
SHANNA 386
ZABU 387

KING KONG 388
KING KONG 1976 390
KING KONG (TOKYO) 391
SON OF KONG 392
MIGHTY JOE YOUNG 392
ANN DARROW 393

KINGPIN 394

KOLCHAK: THE NIGHT STALKER 396

KORVAC 398

LADY DEATH 400

LADY SHIVA 402

LARA CROFT 404

LEX LUTHOR 406
MERCY 409

LIVING TRIBUNAL 408
ONE ABOVE ALL 412
BROTHERS (DC/MARVEL) 413

LIZARD 414

LOBO 416

LONE RANGER 418
TONTO 419

LORDS OF ORDER AND CHAOS 420

LUCIFER MORNINGSTAR 422
MICHAEL DEMIURGOS 424
ELAINE BELLOC 425
GREAT EVIL BEAST 426
PRESENCE 427

ABOMINATION

Emil Blonsky was a KGB spy who became the **Abomination** after receiving a dose of gamma radiation similar to that which transformed Bruce Banner into the Hulk. He was transformed into a massive green-skinned monster whose physical power was even greater than that of the Hulk at his normal adrenaline levels. While he was able to maintain his normal intelligence, he was unable to return to human form. In recent years, it was revealed that his hideous new visage had also served to alienate Blonsky from his ex-wife, Nadia.

Blonsky blames his condition on Banner and his alter ego, the Hulk. The Abomination and the Hulk have clashed on numerous occasions, with Blonsky perpetually playing the role of the aggressor. Although Blonsky's greater strength often gives him the initial edge in their battles, the Hulk's strength boosting rage usually triumphs in the end. But not always - the Abomination is one of the few who can lay claim to victory over the green-skinned Goliath. **(Str120)**

REAL NAME: EMIL BLONSKY
OCCUPATION: CRIMINAL, FORMER SPY
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 6' 8
WEIGHT: 980 LBS
EYES: GREEN
HAIR: NONE

POWERS AND ABILITIES

The Abomination has superhuman strength and durability superior to the Hulk's when the Hulk is at his normal adrenaline levels. He can leap miles at a time and can survive in the open vacuum of space. He has also shown the ability to go into a state of hibernation. Blonsky retains his human intelligence as the Abomination and presumably still possesses all his espionage skills and training, although subtlety was pretty much lost on him once he became a giant green monster.

PERSONALITY

The Abomination has been driven insane by his hatred for the Hulk. For a time Emil Blonsky was making an attempt to rediscover his own humanity, even to the point of assigning himself protector of New York City's homeless sewer dwellers. But after the deaths of his charges, combined with the scorn of his ex-wife, Nadia – who he abused back when he was still just a man – and blaming everyone but himself – particularly the Hulk – the Abomination abandoned all pretense and surrendered completely to the monster he has become

ABOMINATION PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	17	1	1	6	1	2	0

POWERS

Shockwave: Burst Area Damage 12, Limited: Both the Abomination and his targets must be in contact with the ground • *17 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the Abomination and his targets must be in contact with the ground • *1 point*

Leaping 12 • *12 points*

Super-Stamina: Immunity 22 (Cold and Heat Damage, Fatigue, Life Support, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 11 • *38 points*

Super-Strength: Enhanced Strength 4 (Lifting Str23; 200,000 tons), Limited to lifting • *4 points*

ADVANTAGES

All-out Attack, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 3 (+9), Expertise: Espionage 4 (+5), Intimidation 18 (+18), Ranged Combat: Throwing 9 (+9)

OFFENSE

INITIATIVE +1

Throw + 9	Ranged, Damage 19
Unarmed +9	Close Damage 19

DEFENSE

DODGE	8	**FORTITUDE**	17
PARRY	8	**TOUGHNESS**	17
WILL	5		

POWER POINTS

ABILITIES	120	**SKILLS**	9
POWERS	60	**DEFENSES**	12
ADVANTAGES	3	**TOTAL**	214

COMPLICATIONS

Enemy: The Hulk

Monstrous: People will flee from the Abomination on sight.

Relationships: The Abomination had strained, abusive relations with his late ex-wife Nadia. During his hobo days, he established himself as the protector of New York's sewer community.

STRONGER THAN THE HULK

The Abomination has long enjoyed the reputation of being the strongest of all the Hulk's rogues' gallery. In point of fact, upon his original creation, the Abomination was even stronger than he is today, having been initially exposed to a much more intense dose of gamma radiation than Bruce Banner had (who had, in fact, re-programmed the gamma gun's radiation levels overtly high as part of an interrupted attempt at suicide) – **See Stat Box: Abomination (Original)** – at this level, the Abomination was capable of beating the Classic Hulk nearly to death in a stand-up fight. But where the Hulk's brawn had failed, Bruce Banner's brains evened the playing field, by again using the Gamma Gun to siphon off a portion of the Abomination's excess energy, reducing his abilities to their current levels. While this still makes him stronger than the Hulk at his non-adrenaline levels, the Hulk's escalating adrenaline can usually compensate.

NOTE: During his association, with the planet-destroying entity known as the Galaxy Master, the Abomination was briefly returned to his original power levels, although he was, nonetheless, again defeated by the Hulk, due to the Hulk's spiking adrenaline

ABOMINATION (ORIGINAL) PL15 • 214 POINTS

STR 20 STA 18 AGL 1 DEX 1 FGT 6 INT 1 AWE 2 PRE 0

Powers: Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons) • *4 points*

Offense: Initiative +1, Throw +9 (Ranged, Damage 20), Unarmed +9 (Close, Damage 20)

Defense: Dodge 8, Parry 8, Fortitude 18, Toughness 18, Will 5

Totals: Abilities 124 + Powers 60 + Advantages 8 + Skills 8 + Defenses 10 = 214

NOTE: At one point the Abomination's body was possessed by the consciousness of the villainous subterranean warlord, known as Tyrannus (another long-standing arch-enemy of the Incredible Hulk) giving him **INT** 10. **PRE** 6, and gaining **Mind Probe** 10, Unarmed 2 (+8), Expertise: Science 5 (+15), Ranged Combat: Throwing 8 (+8), as well as access to all of Tyrannus' technology, resources, along with his army of underground-dwelling minions.

ABRAXAS

Born within the abstract entity, Eternity, **Abraxas** was kept in check throughout the Multiverse by the existence of Galactus (see entry for: **Galactus**). When Galactus of Earth-616 reality was transformed into a star, Abraxas was free to roam the dimensions, and (through unspecified means) killing every version of Galactus he found. Abraxas sent a decapitated Galactus skull stored with an alternate earth Nova hurtling towards Earth. While Abraxas drew nearer, the walls of dimensional space began to blur, rendering Uatu The Watcher comatose and causing a group of other-dimensional super humans called the Law Enforcement Squad to enter Earth-616 and battle the Fantastic Four.

Joining a group of cosmic heroes, the Fantastic Four battled a cadre of Abraxas' followers on the moon; the Silver Surfer was killed. Realizing the danger Abraxas posed, the Fantastic Four went on a dimension-hopping journey to recover the Ultimate Nullifier, the one weapon that could destroy him. The Invisible Woman found herself on Earth-1116 (Atlanterra), a world ruled by Atlantis; Mister Fantastic on Earth-11113, a world resembling the 1930s where he teamed with the heroic Five for the Future; and the Thing on Earth-111, where he met the Challengers of Doom before their world was devoured by Galactus.

While the Fantastic Four were away, Abraxas stalked Franklin Richards, who had foreseen his arrival in dreams. Franklin and his sister, Valeria, were teleported away by Roma. During this time, Abraxas encountered Namorita and transformed her into a Kymaera Atlantean state, making her unable to breathe oxygen and effectively killing her.

Having each learned a portion of the location of the Nullifier from alternate world versions of Johnny Storm, the Fantastic Four enabled the mainstream Earth-616 Human Torch to remember the location of the Nullifier. Nova then turned on the Torch, stealing the Ultimate Nullifier for Abraxas, who is revealed to be her true master. Abraxas then appeared to Roma and appeared to kill her.

Teleporting Valeria, Franklin, Roma's aide Saturnyne, and himself to the location of the Fantastic Four, Abraxas received the Nullifier from Nova. She revealed that in her dimension, Galactus took her as his herald-but still consumed the Earth. Nova was joined by a small army of her alternate selves to protect Abraxas from the Earth's heroes.

However, Franklin and Valeria combined their powers to resurrect the Earth-616 Galactus, who easily retrieved the Nullifier and handed it to Reed Richards. Reed nullified the universe itself. The universe restored itself to its previous normality, with Abraxas nowhere to be found. The Silver Surfer and Namorita were returned to life. **(Str100)**

PERSONALITY

Abraxas has a great hatred for Galactus, the one force that keeps him in check, and will do anything he can to destroy the Devourer, allowing him to rampage across the multiverse, destroying everything. He portends to aloofness due to his great power but is vindictively wrathful against any that stand in his way.

POWERS AND ABILITIES

Abraxas wields entity-level power, left unchecked capable of destroying the universe. He apparently killed several alternate-reality versions of Galactus, although when paired against the mainstream version he was defeated rather easily.

X-Level: The stat-box is Abraxas as a playable **PL18**. At the X-level, he is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

REAL NAME: ABRAXAS
OCCUPATION: DIMENSIONAL DESTROYER
BASE: MOBILE **AFFILIATION:** NONE
HEIGHT: VARIES **WEIGHT:** VARIES
EYES: BLUE **HAIR:** BLACK WITH GRAY STREAKS

ABRAXAS PLX2/PL18

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	22	7	7	8	4	15	20

POWERS

Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 21 • *151 points*

Dimensional Travel: Movement 3 (Dimension Travel – Nullified by the existence of Galactus), Increased Mass 5, Teleport 30 • *71 points*

Energy Manipulation: Energy Control 28 (Variable Power, Any Powers with the Cosmic Descriptor) • *196 points*

Omniscience: Communication 20, Comprehend 20, Mind Reading 20, Senses 20 (Cosmic Awareness) • *180 points*

ADVANTAGES

All-O All-Out Attack, Assessment, Benefit 15 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 21 (+25), Insight 15 (+30), Intimidation 5 (+30), Perception 15 (+30)

OFFENSE

INITIATIVE +7

Cosmic Energy +10	Ranged Damage 28
Unarmed +8	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	22
WILL	19		

POWER POINTS

ABILITIES	204	**SKILLS**	28
POWERS	498	**DEFENSES**	18
ADVANTAGES	43	**TOTAL**	791

COMPLICATIONS

Embodiment of Destruction: Abraxas is the metaphysical embodiment of Destruction, the death of Eternity – unchecked, he will rampage across the multiverse, destroying everything.

Enemy: The only thing keeping Abraxas in check is the existence of Galactus, and keeping Abraxas imprisoned may be the reason Galactus suffers from his hunger.

ALIEN

The **Aliens** are an extremely vicious species of interstellar parasite – possibly non-sentient except for an exceptionally high-developed level of instinctual intelligence. The Alien reproductive cycle begins with an egg; when an unsuspecting host animal draws close, the pre-larval 'Facehugger' within leaps out, attaching itself to the victim's face, implanting a larva that gestates within the chest. But while the pre-larval egg may wait for thousands of years, the growth cycle is extremely fast. Within hours, the implanted larva eats its way from the torso of the still living host, molting quickly into the full-grown adult. Once grown, the Alien immediately sets about in search of additional host victims. In the absence of a queen, which may lay thousands of eggs, certain Alien warriors have been known to turn host animals into eggs themselves. Aliens spread extremely quickly and can overrun entire planets. Certain races are known to hunt aliens as dangerous sport but most intelligent interstellar species give them a wide birth, exterminating them on sight. **(Str30)**

PERSONALITY

Alien warriors display no individual personality, and are mindlessly dedicated to the queen and the hive; nevertheless, they are instinctively clever and cunning, demonstrating the capacity to learn and even problem-solving intelligence. In battle or in defense of the queen, they will attack relentlessly, regardless of injury or death.

An Alien adult begins its life cycle as an implant in a host. When an embryo reaches maturity – usually 24 hours after implantation – the Alien tunnels its way out of the host's body. This 'Chestburster' grows rapidly, reaching full size (roughly equivalent to a large human) in a matter of hours. A Chestburster will avoid contact with other lifeforms until reaching maturity, but it will explore its environment as much as possible. Thus, by the time it reaches adulthood or soon afterward, it will be completely familiar with the surrounding area.

Once mature, an Alien adult's behavior varies depending on the situation. A single Adult with no other Aliens nearby will capture hosts one by one and inject them with a special enzyme that turns them into Facehugger eggs. An adult that senses embryonic Aliens nearby will do the same, while protecting implanted hosts until the Chestbursters are born. In either case, one of the eggs will mutate into a Queen Facehugger egg (see Queen entry), thus eventually establishing a hive. If a hive already exists, the adult will head toward it to join the swarm.

Once an adult Alien joins with or builds a hive, its behavior from then on becomes fairly simple. Its first priority is to protect the hive. Its second priority will be to capture suitable hosts for implantation.

POWERS AND ABILITIES

The Aliens are an extremely tough, biomechanical organism, with insect-like strength and agility, a hardened exoskeleton, razor-claws, along with 'double-jaws' - a toothed 'tongue' that can strike with piston-like force. The aliens also possess an extremely corrosive acid for blood – capable of melting through a starship's hull. Aliens can survive in the harshest of environments, including open space.

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REAL NAME: INAPPLICABLE
OCCUPATION: PARASITE
BASE: ADAPTABLE TO ANY ENVIRONMENT
HEIGHT: 7' **WEIGHT:** 260 LBS
EYES: NONE **HAIR:** NONE

ALIEN PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	8	7	7	9	1	6	3

POWERS

Acid Blood: Damage 11, Penetrating (Reaction-When it fails a Toughness check, Limited to damage received, Secondary Effect, Resisted by Dodge DC10) • *23 points*
Bio-Mechanical Exoskeleton: Impervious Toughness 4 • *4 points*
Claws: Strength-based Damage 2 • *2 points*
Fanged Tongue: Strength-based Damage 2, Improved Critical, Reach 1 • *4 points*
Leaping: 2 • *2 points*
Movement: Wallcrawling 2 • *4 points*
Senses: Senses 6 Accurate Hearing, Darkvision (Aliens are blind), Ultra-Hearing, Communication (Hive-only) • *6 points*
Tail: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*

ADVANTAGES

Close Attack, Hide in Plain Sight (Limited to Hive or similar surroundings), Improved Critical (Fanged Tongue), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 8 (+15), Athletics 8 (+16), Expertise (Survival) 14 (+15), Perception 12 (+18), Stealth 12 (+19)

OFFINSE

INITIATIVE +7

Acid Blood	Close Damage 11 (Penetrating)
Claws +10	Close Damage 10
Fanged Tongue +10	Close Damage 10, Crit 19-20
Tail +10	Close (Reach 2), Damage 10
Unarmed +10	Close, Damage 8

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	12	**TOUGHNESS**	8
WILL	9		

POWER POINTS

ABILITIES	98	**SKILLS**	22
POWERS	51	**DEFENSES**	12
ADVANTAGES	5	**TOTAL**	188

COMPLICATIONS

Relationship: Aliens' only relationships are the Queen and the Hive; their devotion is absolute; despite their primate-level intelligence, they are purely animalistic/parasitic organisms who are completely incompatible with any other known beings.

PERFECT PARASITE

The Aliens' sole motivation is the propagation of their species. From the diminutive Facehugger, to Alien Warrior-drone, to the Alien Queen, the Aliens are single-mindedly dedicated to the Hive and reproduction every moment of their lives.

The Aliens' adaptability has allowed them to reproduce and flourish in a wide variety of otherwise inhospitable circumstances. In the absence of a Queen, individual Alien Warrior-drones are capable of initiating starter-colonies by transforming host species into Facehugger Eggs, although this is hard on the parent Alien who will usually die after producing no more than a dozen viable eggs.

Aliens have also demonstrated the ability to take on different adaptive physical characteristics of their hosts, anything from a four-legged posture, to extra-limbs, or adaptations like fins and tails for swimming, or even flying, enabling them to adapt to a wide variety of localized environmental conditions.

THE CHESTBURSTER

At its time, the infamous Chestburster scene in the original Alien was an unprecedented horrific shocker – one that still holds up well today, both conceptually and in execution. Part of its effectiveness is the instinctive revulsion at the thought of the insect-like parasite living within you – and partly it was simply a magnificent delivery – during filming, the cast was kept out of the room during the set up, whereupon several 'gore hoses' filled with blood and animal entrails (Ridley Scott likes realism) were set up to spurt all over the actors – Veronica Cartwright (Lambert) apparently took a hose-full of the stuff dead in the face – with the result that the looks of horror and disgust on the actor's faces are absolutely real. It was a scene that took its place comfortably next to such iconic moments as the 'Shower Scene' in Psycho, or Darth Vader squaring off with Obi Wan. It also helped that the rest of the film lived up to it, taking no mercy on the dazed audience, plodding relentlessly to the one-on-one confrontation with the adult alien. But the Chestburster scene alone was enough to launch the franchise, and the original Alien remains a film that those of us who saw it at the time still hold in a kind of awe – a flick that genuinely scared the hell out of us. **(Str4)**

PERSONALITY

The Chestburster larvae have never demonstrated anything other than animalistic intelligence. Habitually, the first thing they do upon hatching, is to seek seclusion where, within a few hours, they will morph into an adult Alien.

POWERS AND ABILITIES

Chestbursters are miniature versions of adult Aliens; although they have no developed arms or legs, they retain the metal teeth, double-jaws, and acid blood. Like all Aliens they are also extremely tough, and resistant to a wide variety of harsh environments.

CHESTBURSTER PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	1	3	3	2	0	2	3

POWERS

Acid Blood: Damage 11, Penetrating (Reaction-When it fails a Toughness check, Limited to damage received, Secondary Effect, Resisted by Dodge DC10) - *23 points*
Bio-Mechanical Exoskeleton: Impervious Toughness 1 • *1 point*
Fanged Tongue: Strength-based Damage 1 • *4 points*
Larvae Form: Shrinking 8 Temporary (molts into adult alien 2 hours after birth), Innate; +4 defenses, +8 Stealth • 8 points
Leaping: 1 • *1 points*
Movement: Wallcrawling 2 • *4 points*
Senses: Senses 6 Accurate Hearing, Darkvision (Aliens are blind), Ultra-Hearing, Communication (Hive-only) • *6 points*
Tail: Strength-based Damage 1, Improved Grab, Improved Trip, Reach 1 • *1 point*

ADVANTAGES

Close Attack, Hide in Plain Sight (Limited to Hive or similar surroundings), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 12 (+15), Athletics 8 (+7), Expertise (Survival) 14 (+14), Perception 12 (+14), Stealth 16 (+19)

OFFENSE

INITIATIVE +3

Acid Blood	Close Damage 11 (Penetrating)
Fanged Tongue +3	Close Damage 0, Crit 19-20
Tail +3	Close (Reach 1), Damage 0

DEFENSE

DODGE	11	**FORTITUDE**	4
PARRY	6	**TOUGHNESS**	1
WILL	6		

POWER POINTS

ABILITIES	26	**SKILLS**	31
POWERS	40	**DEFENSES**	19
ADVANTAGES	4	**TOTAL**	120

COMPLICATIONS

Relationship: Aliens' only relationships are the Queen and the Hive; their devotion is absolute; despite their primate-level intelligence, they are purely animalistic/parasitic organisms who are completely incompatible with any other known beings.
Repulsive: The Chestburster is horrifying and repulsive on a gut-level – basically a giant maggot living parasitically inside you.

FACEHUGGER PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
-1	1	2	2	0	-3	-1	-1

POWERS

Acid Blood: Damage 11, Penetrating (Reaction-When it fails a Toughness check, Limited to damage received, Secondary Effect, Resisted by Dodge DC10) • *23 points*
Bio-Mechanical Exoskeleton: Impervious Protection 1 • *1 point*
Face-Hugging: Affliction 5 (Limited to after successful grappling attack to the face, Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *5 points*
Pre-Larval Form: Shrinking 8 Temporary (molts into adult alien 2 hours after birth), Innate; +4 defenses, +8 Stealth • *8 points*
Leaping: 1 • *1 point*
Movement: Wallcrawling 2 • *4 points*
Senses: Senses 6 Accurate Hearing, Darkvision (Aliens are blind), Ultra-Hearing, Communication (Hive-only) • *6 points*
Tail: Strength-based Damage 1, Improved Grab, Improved Trip, Reach 1 • *1 point*

ADVANTAGES

Close Attack, Hide in Plain Sight (Limited to Hive or similar surroundings), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 12 (+15), Athletics 8 (+7), Expertise (Survival) 14 (+14), Perception 12 (+14), Stealth 16 (+19)

OFFENSE

INITIATIVE +3

Acid Blood	Close Damage 11 (Penetrating)
Tail +3	Close (Reach 1), Damage 0

DEFENSE

DODGE	11	**FORTITUDE**	4
PARRY	6	**TOUGHNESS**	1
WILL	6		

POWER POINTS

ABILITIES	26	**SKILLS**	31
POWERS	49	**DEFENSES**	19
ADVANTAGES	4	**TOTAL**	128

COMPLICATIONS

Relationship: Aliens' only relationships are the Queen and the Hive; their devotion is absolute; despite their primate-level IQ's, they are purely animalistic/parasitic organisms who are completely incompatible with any other known beings.
Tough Little Son Of A Bitch: Facehuggers are among the most hardy stages of the alien lifecycle, existing sometimes for thousands of years inert within their eggs, before a host stumbles along, only to die within minutes of implanting their seed within a victim. A Facehugger must be in place for at least 2 hours to implant a Chestburster embryo.

FACEHUGGER

The Facehugger 'pre-larvae' is the first stage of the Alien life-cycle, it's sole purpose being to implant Chestburster larvae in a host's chest cavity. Facehugger eggs are produced en masse by the Alien Queen, who lays thousands of eggs in the style of a queen termite or ant, although it has been documented that individual Alien Warrior Drones can produce Facehugger eggs as well. The Alien Warrior that killed the crew of the Nostromo in the original ALIEN was in the process of transforming at least two of its victims into Facehugger eggs. This might possibly have something to do with behavior specific to an Alien separated from the Hive. In any case, the Alien species seems capable of procreating asexually – or at least via the parasitical implantation of a host animal. **(Str4)**

PERSONALITY

The Facehuggers demonstrate the least complex behavior or any of the Alien stages, simply laying dormant until a host animal presents itself, whereupon it attaches itself long enough to impregnate the host, and the dies itself. The Alien Queen seems to be able to control them – at least to stimulate them from their eggs.

POWERS AND ABILITIES

The Facehuggers are extremely tough – able to withstand a variety of adverse environmental conditions. They scurry and climb like spiders, and once they've attached themselves to a host, they are extremely difficult to remove, often to the point of killing the host. They also possess the virulent acid blood, making them extremely hard to kill.

PREDALIEN

In most cases when an Alien impregnates a host species, the impregnated larvae will emerge taking on characteristics of the host species – usually physical characteristics, such as the four-legged stance of a dog, or the aquatic form of a crocodile or whale. Beyond adjustments for such physical characteristics, however, the abilities of the Alien itself do not change. In the case of the **Predalien**, however, variations have been documented to occur. In some cases, the Predalien will be hostile to 'normal' Aliens – possibly an inherited trait of the highly confrontational hierarchy of Predator society. In another documented case, the adult Predalien demonstrated the ability to impregnate hosts with a bio-mechanism that seemed to have morphed with the Alien's traditional inner-jaw. Since this Predalien was a non-Queen, Warrior Drone – and as Alien evolution seems to occur almost instantaneously with the needs of the environment - this could be a quirk of the demonstrated ability of a Warrior Drone to impregnate hosts with Facehugger eggs in an isolated environment. In any case, while a Predalien does seem to be an extremely viable species on its own, it is actually destructive to the parent Alien Brood – while never having been witnessed in the presence of an Alien Queen, the Predalien's behavior towards other Aliens suggests that the natural enmity between the two parent species is reflected in the offspring, making the Predator a practically unviable host species. **(Str32)**

PREDALIEN PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	8	7	7	10	1	6	3

POWERS

Acid Blood: Damage 11, Penetrating (Reaction-When it fails a Toughness check, Limited to damage received, Secondary Effect, Resisted by Dodge DC10) • *23 points*
Bio-Mechanical Exoskeleton: Impervious Toughness 4 • *4 points*
Claws: Strength-based Damage 2 • *2 points*
Fanged Tongue: Strength-based Damage 2, Reach 1 • *3 points*
Leaping: 2 • *2 points*
Movement: Wallcrawling 2 • *4 points*
Senses: Senses 6 Accurate Hearing, Darkvision (Aliens are blind), Ultra-Hearing, Communication (Hive-only) • *6 points*
Tail: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*

ADVANTAGES

Close Combat 2, Hide in Plain Sight (Limited to Hive or similar surroundings), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 8 (+15), Athletics 8 (+16), Expertise (Survival) 14 (+15), Perception 12 (+18), Stealth 12 (+19)

OFFENSE

INITIATIVE +7

Acid Blood	Close Damage 11 (Penetrating)
Claws +12	Close Damage 10
Fanged Tongue +12	Close Damage 10, Crit 19-20
Tail +12	Close (Reach 2), Damage 10
Unarmed +12	Close, Damage 8

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	12	**TOUGHNESS**	9
WILL	9		

POWER POINTS

ABILITIES	104	**SKILLS**	27
POWERS	51	**DEFENSES**	11
ADVANTAGES	4	**TOTAL**	197

COMPLICATIONS

Abomination: Predators consider the existence of a Predalien a blaspheme and have specially-trained hunters assigned to exterminate them wherever they occur.
Relationship: Aliens' only relationships are the Queen and the Hive. The Predalien has only been observed as isolated individuals, but it does seem that Predaliens dominate other members of the parent hive. It is unknown if a Predalien would respond to a parent brood's Alien Queen.

ALIEN QUEEN PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	12	5	7	0	2	6	6

POWERS

Acid Blood: Damage 11, Penetrating (Reaction-When it fails a Toughness check, Limited to damage received, Secondary Effect, Resisted by Dodge DC10) • *23 points*
Bio-Mechanical Exoskeleton: Impervious Toughness 5 • *5 points*
Claws: Strength-based Damage 2 • *2 points*
Fanged Tongue: Strength-based Damage 2, Reach 1 • *3 points*
Growth: Growth 4 (Innate; Permanent) • *8 points*
Movement: Wallcrawling 1 • *2 points*
Senses: Senses 6 Accurate Hearing, Darkvision (Aliens are blind), Ultra-Hearing, Communication (Hive-only) • *6 points*
Tail: Strength-based Damage 3, Improved Grab, Improved Trip, Reach 3 • *8 points*

ADVANTAGES

Close Attack 2, Hide in Plain Sight (Limited to Hive or similar surroundings), Precise Attack (Close, Cover), Tracking

SKILLS

Acrobatics 5 (+10), Athletics 8 (+18), Expertise (Survival) 15 (+17), Perception 14 (+20), Stealth 12 (+19)

OFFENSE

INITIATIVE +5

Acid Blood	Close Damage 11 (Penetrating)
Claws +12	Close Damage 11
Fanged Tongue +12	Close Damage 11, Crit 19-20
Tail +12	Close (Reach 2), Damage 12
Unarmed +12	Close, Damage 9

DEFENSE

DODGE	4	**FORTITUDE**	12
PARRY	9	**TOUGHNESS**	12
WILL	12		

POWER POINTS

ABILITIES	110	**SKILLS**	27
POWERS	57	**DEFENSES**	9
ADVANTAGES	5	**TOTAL**	208

COMPLICATIONS

Relationship: Alien Queen's only relationship is with the Hive; their devotion to her is absolute; despite their primate-level intelligence, they are purely animalistic/parasitic organisms who are completely incompatible with any other known beings.
There Can Be Only One: The Alien Queen is a matriarch and if another Queen exists within her range of perception, the two will battle to the death.

ALIEN QUEEN

The **Alien Queen** is the mother of the Hive. All Aliens in psionic range – which in the case of the Aliens has proven to be interplanetary – are completely devoted to her. A Queen can produce thousands of eggs and her sole motivation is the proliferation of the Hive – Alien Queens have been documented to make calculated decisions, even to the point of sacrificing members of her brood, to further the advancement of the species.
An Alien Queen is produced when its egg is fed with royal jelly. If two Queens are ever produced, the two will fight to the death, with the victor assuming matriarchy over the Hive. **(Str35)**

POWERS AND ABILITIES

Besides her great size, the Alien Queen retains the acid blood and retractable fanged tongue of her brood, as well as the ability to lay thousands of eggs, and a psionic link with her offspring; this link has been known to stretch over inter-stellar distances.

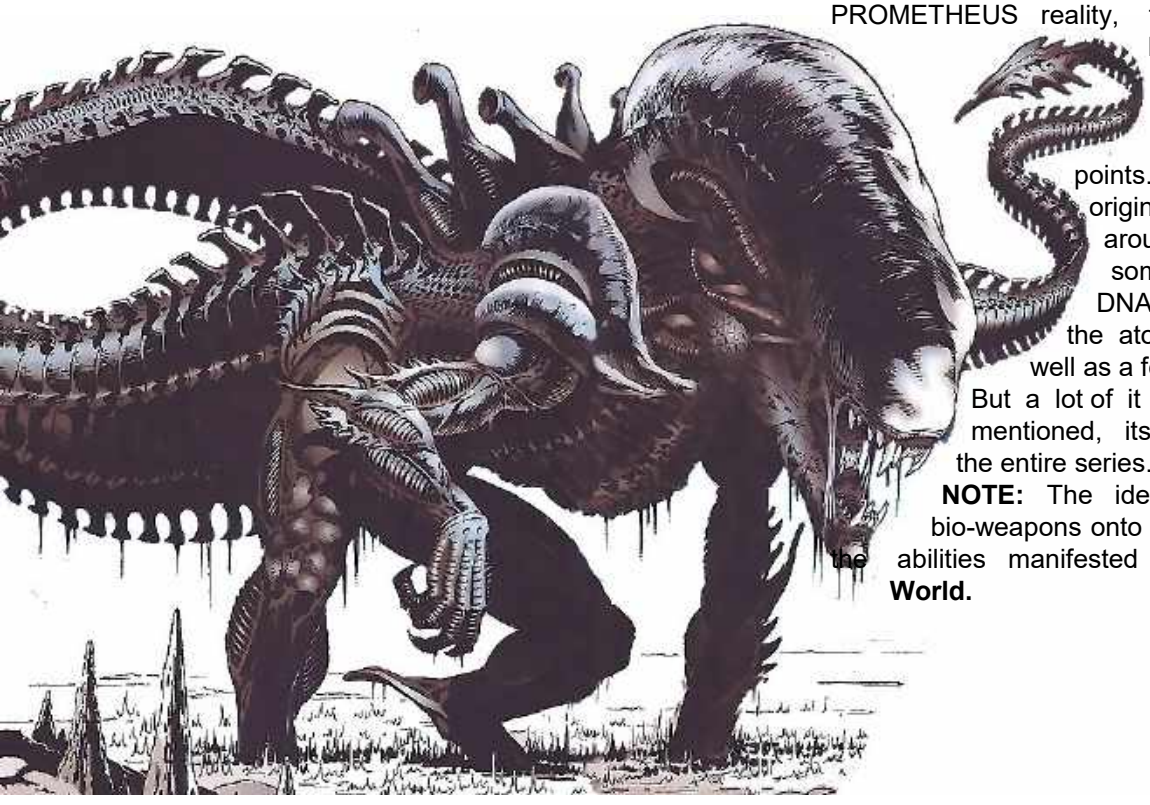
DIFFERENT ALIENS

Aliens adapt amazingly fast to different environments, due at least in part to their characteristic ability to adapt the form of their hosts. This adaptation extends to the four-legged stance of a dog, or the tail of a whale. Most aliens maintain their basic stats and abilities, gaining only whatever abilities are inherent in the acquisition of their physical adaptations (as in Flight with the adaptation of wings), although some have exhibited entirely new traits (such as the ability of a drone to lay Chestburster eggs directly into host animals with no Facehugger). A number of human experiments on Aliens have produced a number of hybrids as well, some with varying abilities.

Alien/Predator/Terminator-Hybrid: A human weapons experiment combined the DNA of the Terminators and the Predators with the Alien, resulting in organic metal creature of great strength and ferocity (stats for Alien/Predator hybrid with Impervious Toughness raised to 6), but apparently did not share the Alien parents' acid blood – or at least did not share a resistance to it, as the entire brood was destroyed in a confrontation with normal Aliens, largely by their acid blood.

Crocodile Alien: In the first Batman/Alien crossover, a Facehugger impregnated an American crocodile, producing a giant offspring, approaching the size of a full-grown Alien Queen (**STR: 9, STA: 10**) with greatly enlarged, crocodilian jaws, and a massively thick and elongated tail (**Swimming 1**).

Dog Alien: In Alien 3, the rogue xenomorph was produced from a Rottweiler, and adapted a four-legged stance, although was otherwise a normal Alien Warrior.



PROMETHEUS

Recently, the director of the first ALIEN, Ridley Scott, attempted a prequel, that provided an origin for the Alien species - an unfortunately sub-par effort, which undermines the rest of the series. It does not, for example, fit into the continuity of the Alien/Predator series, as the creation of the Alien species supposedly does not occur for nearly a century. There is also the hokeyness of the 'Chariots of the Gods' angle – the idea that humans were a product of extra-terrestrial design – it's frankly easier to accept a totally fictional world like Star Wars than a nominally realistic science fiction approach that so drastically wavers from proven science – the moment where Noomi Rapace discovers that the 'Engineers' (giant humanoids) share identical DNA to humans, for example, belies the fact that DNA was essentially finished long before humanity, and human DNA deviates by only a few percent from the most primitive life on the planet (let alone a chimpanzee) – so if the Engineers created us, they must have created four billion years of life as well.

Then there's the Space Jockey – an Engineer as it turns out – not only does it ruin one of the more iconic alien life-forms – retconning its alien appearance as a space-suit, when it was clearly designed as a skeleton. There was also the fact that the body was supposed to be 'fossilized' – an insufficient space of time for that to occur between **PROMETHEUS** and ALIEN.

Then there's the entire concept of the 'Alien' – in the original, the creature was a completely alien life-form, and everything about the designs was specifically geared to an eerie other-worldliness. But in PROMETHEUS reality, the Aliens are only a few hundred years old by the time the Nostromo finds them and really not that Alien after all.

There are a few good points. The concept of the Alien's origin as a bio-weapon was tossed around back in the day, and some of the visuals of the Alien DNA taking over a planet at the atomic level are interesting, as well as a few new 'Pre-Alien' creatures. But a lot of it is forced, and as previously mentioned, its continuity does not fit with the entire series.

NOTE: The idea of the Engineers releasing bio-weapons onto planets could also account for the abilities manifested by the Thing From Another **World.**

ELLEN RIPLEY PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	1	2	2	0	1	1	1

EQUIPMENT

Flame Thrower: Ranged Damage • *3 points*
Pulse Rifle: Ranged Damage • *5 points*

ADVANTAGES

Beginner's Luck, Equipment 2, Leadership, Luck, Ranged Attack 2

SKILLS

Athletics 4 (+4), Expertise: Space Travel 4 (+6), Insight 3 (+5), Perception 7 (+11), Ranged Combat: Flame Thrower 1 (+3), Ranged Combat: Pulse Rifle, 1 (+3), Technology 8 (+10), Vehicles 5 (+7)

OFFENSE

INITIATIVE +2

Flame Thrower +5	Ranged, Damage 5
Pulse Rifle +5	Ranged, Damage 5

DEFENSE

DODGE	4	**FORTITUDE**	3
PARRY	4	**TOUGHNESS**	1
WILL	8		

POWER POINTS

ABILITIES	24	**SKILLS**	17
POWERS	0	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	59

COMPLICATIONS

Enemy: Aliens
Time Lost: After her first ordeal with the Aliens, Ripley was lost in cryogenic freeze for 57 years, waking to discover her friends and family, including her daughter were gone.
Traumatic Flashbacks: Ripley is plagued by nightmares of her experiences.
Tough Chick: Ripley is competent and cool-headed, apt to gravitate towards leadership in any crisis situation.

RIPLEY-8 CLONE

When Ellen Ripley was impregnated by an Alien Chestburster, she sacrificed herself to destroy the last known source of the Alien Brood by throwing herself into a pit of molten metal. 200 years later, in an effort to recreate the species, scientists cloned her through her DNA. **'Ripley 8'** retained memories of her genetic parent, as well as traits of the Aliens: **STR** 6, **STA** 6, **AGI** 6, **DEX** 6, **Acid Blood:** Damage 8, **Communication** (Alien Brood only), **PL 8**

ELLEN RIPLEY

Lieutenant Ellen Ripley was the warrant officer on board the space tug-ship, Nostromo, when their interstellar mission was interrupted by what they believed to be a distress call – which unfortunately turned out to be a warning, as they were the first human
s to discover the Alien (or if you allow for PROMETHEUS continuity, the first to experience that particular incarnation of the Engineers' bio-weapons). The Alien killed the entire crew, except for Ripley, who escaped in a shuttlecraft, falling into hypersleep for 57 years. Upon her awakening, the authorities decided she should accompany a military mission to investigate the planet – which has now been colonized – whereupon they discovered a full-blown Alien infestation, which once gain killed most of her compatriots, before once again escaping into hypersleep. This time the ship crashed on a prison planet, releasing another Alien, and Ripley herself discovered that she herself had been impregnated by a Facehugger in her hypersleep. Rather than see the Alien fall into corporate hands, Ripley sacrificed herself, diving into a pit of molten metal. Her remains, however, were eventually recovered, and she was cloned – 'resurrected' as a half-alien hybrid. "Ripley 8' discovered an entirely new batch of Aliens - cloned with a mixture of her own DNA – and destroyed them.

NOTE: In Dark Horse's *Aliens* series (which was published before the release of ALIEN 3), Ripley and the other survivors of ALIENS never died in a crash and had an ongoing war with the **Aliens (Str5)**

ANNIHILUS

The being called **Annihilus** was created in the depths of the dimension known as the Negative Zone. He used alien technology to create the Cosmic Control Rod, which enabled him to both wield great power and to essential live forever – as long as he possessed the Rod. Annihilus used his power to conquer many worlds of the Negative Zone. Upon discovering the existence of Earth, Annihilus immediately began making plans to conquer that world as well. Super hero groups like the Avengers and the Fantastic Four, and space-faring groups like the Guardians of the Galaxy, have narrowly thwarted Annihilus' plans in the past.

Annihilus is driven by his obsession to avoid death and continues to plan the domination of all that exists – believing himself to be the only 'true' life form, Annihilus' ultimate goal is the extermination of all life in the universe except for his own.

Annihilus is a danger to anyone entering the Negative Zone and a threat to all life in general. Annihilus has legions of nearly mindless minions at his beck and call, and he commands sufficient forces that, during the Annihilation Wave Crisis, he was nearly able to conquer the entire mainstream Marvel universe – an offensive that was only averted by the eleventh-hour actions of the World Devouring Galactus, who was himself enslaved and nearly destroyed during the conflict. **(Str50/95)**

PERSONALITY

Annihilus is driven by his psychopathic goals and he is supremely arrogant, believing himself to be the only existing being that is worthy of life. He is lustful for power and is overwhelmingly fearful of death. Annihilus demands absolute obedience from his minions and absolute subordinance, even from his allies. Annihilus even looks at beings as powerful as the Mad Titan, Thanos, and even entities such as Galactus himself as simply means to accomplishing his nihilistic ambitions.

POWERS AND ABILITIES

Annihilus is protected by a highly evolved chitinous exoskeleton that renders him superhumanly strong and durable. His advanced brain educated by the technology of the ancient race that inadvertently created him, grants him high intelligence, and he is a master military strategist. Annihilus also has scalloped wings that enable him to fly. Annihilus' Cosmic Control Rod can absorb and manipulate vast amounts of cosmic energies and grants its holder with an extended lifespan.

NOTE: Beyond his physical abilities, Thanos of Titan theorized that Annihilus could potentially evolve into a being like himself and Adam Warlock – 'outside the loop of destiny' (See: **Cosmic Annihilus**, below)

REAL NAME: ANNIHILUS
OCCUPATION: MEGALOMANIAC, CONQUEROR, SCAVENGER
BASE: NEGATIVE ZONE **AFFILIATION:** NONE
HEIGHT: 5' 11 **WEIGHT:** 200 LBS
EYES: GREEN **HAIR:** NONE

ANNIHILUS PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	12	4	4	10	4	1	4

POWERS

Body Armor: Impervious Toughness 9; Immunity 10 (Life Support) Protection 1 - *20 points*
Cosmic Control Rod: Easily Removable (-22 points) • *23 points*
• **Energy Blast:** Ranged Damage 17, Variable Descriptor 2 (Force, Energy) • *34 points*
• **Enhanced Ability:** Enhanced Trait: 5 (Limited to increasing a any single ability at a time, Limited to 18) • *5 points*
• **Immunity** (Aging, Disease, Radiation, Heat, Cold) • *5 points*
• **Matter Manipulation:** Transform 3 (Limited to inorganic matter) • *1 point*
Winged Flight: Flight 6, Wings • *6 points*

ADVANTAGES

Benefit 10 (Cosmic Warlord), Minions

SKILLS

Deception 6 (+10), Insight 6 (+5), Intimidation 9 (+10), Perception 4 (+6), Ranged Combat: Cosmic Control Rod 6 (+10), Technology 4 (+8), Vehicles 4 (+8)

OFFENSE

INITIATIVE +4

Cosmic Control Rod +10	Ranged, Damage 17
Unarmed +10	Close Damage 13

DEFENSE

DODGE	11	**FORTITUDE**	14
PARRY	11	**TOUGHNESS**	13
WILL	8		

POWER POINTS

ABILITIES	104	**SKILLS**	20
POWERS	49	**DEFENSES**	17
ADVANTAGES	11	**TOTAL**	201

COMPLICATIONS

Enemies: Annihilus is the enemy of all life, but in particular, he has made enemies of the Avengers, the Fantastic Four, Thanos, the Silver Surfer and Galactus to name just a few.
Paranoia: Believing himself the only 'true' life-form, Annihilus is far over the top insane with paranoiac fear of dying, which fuels his psychotic drive to exterminate all life other than himself – and that's coming from Thanos.

COSMIC ANNIHILLUS

After his initial Annihilation Wave attack was repelled by Galactus, Annihilus became obsessed with increasing his personal power. As part of a new scheme to destroy the positive universe, Annihilus kidnapped the Hulk, and siphoned his gamma-radiation, evolving him into a gigantic 'Hulked-Out' form. This 'Cosmic Annihilus' further augmented his might with the Cosmic Control Rod (see stat box), allowing him to easily crush the hyper-powerful Gladiator of the Shi'ar, and nearly defeat Thanos himself.
This personal might was nothing, however, compared to the power he gained when he captured the comatose Adam Warlock – a Warlock from a different multiverse, who had absorbed the power of his entire actuality – potentially the might of a Living Tribunal. Being a rather simple-minded creature, Annihilus chose to channel Warlock's power into a giant space canon, with which he proceeded to annihilate the posiverse, until finally stopped by Warlock himself. Restructuring reality, Warlock also devolved Annihilus to larval form…whereupon he was stepped on by Thanos of Titan.

COSMIC ANNIHILUS PL16 • 244 POINTS

STR 19 STA 18 AGL 4 DEX 4 FGT 10 INT 4 AWE 1 PRE 4
Powers: Body Armor: Impervious Toughness 19, **Energy Blast:** Ranged Damage 22, Variable Descriptor 2 (Force, Energy), **Growth** 6
Equipment: Warlock Canon: Features: Features: Navigation System, Remote Control, Weapon Systems (Energy Blast) 55 **(PLX4)**
Advantages: Great Endurance
Offense: Initiative +4, Energy Blast +10 (Ranged, Damage 22), Unarmed +10 (Close, Damage 19)
Defense: Dodge 11, Parry 11, Fortitude 18, Toughness 19, Will 8
Totals: Abilities 104 + Powers 93 + Advantages 12 + Skills 20 + Defenses 15 = 244

NOTE: At this stage of his development, Annihilus was evolving into a being, similar to Thanos and Adam Warlock, that was outside destiny's usual sphere of influence. The GM is free to interpret this however they choose, but may apply a Second Chance Advantage without spending a Hero Point.

ANTI-MONITOR

When the godlike entity known as the Overmonitor first encountered the multiverse, it sent in a probe in its image in order to explore this new phenomenon. The incoming probe was affected by the aftershocks of the primal upheaval caused by Krona's experiment, and split into two beings: the Monitor, who saw physical birth on Oa in the positive matter universe, and the **Anti-Monitor**, who manifested on Qward.

A living representation of the dark side of the probe entity, the Anti-Monitor quickly subjugated Qward and the rest of the Anti-Matter universe. Eventually it became aware of its counterpart. Fundamental opposites, once they became aware of one another, they immediately began fighting with their godlike abilities (without ever leaving their respective locations). After countless eons of stalemate, a telling strike-and-counterstrike resulted in both entering a state of dormancy that lasted billions of years.

When the scientist later known as Pariah attempted to repeat Krona's experiment, in addition to destroying his own planet and universe, his actions also awakened the Anti-Monitor from dormancy. Instead of directly renewing its fight with its counterpart, the Anti-Monitor instead renewed its control over the Qward and began creating Shadow Demon soldiers from the Thunderers under his command.

Once its base was firm, the Anti-Monitor released a wave of anti-matter that began to engulf one positive-matter universe after another, beginning the events of the first crisis. This campaign of destruction was finally stopped by the combined might of reality's greatest heroes from across multiple universes, but only at terrible cost, including the lives of many heroes and countless worlds before a new universe was created as a result. The Anti-Monitor itself was apparently destroyed by Kal-L, the first Superman.

When Alexander Luthor plotted to return the universe to its pre-Crisis state, he used parts of the Anti-Monitor's containment suit in his plans. The restructuring of the multiverse that followed resurrected the Anti-Monitor on Qward, from where it helped instigate the Sinestro Corps War before finally falling to the successive might of Earth's heroes, the combined force of the Guardians of the Universe, and finally, to a direct attack from Superboy-Prime.

The Anti-Monitor's shattered body eventually ended up on the planet Ryut in Sector 666 where Nekron captured and killed the weakened Anti-Monitor to use it as a battery for Nekron's Black Lantern Corps. When the White Light Entity resurrected the Anti-Monitor as part of the final battle against Nekron, the Lord of the Unliving transported the monster back to Qward rather than face a reinvigorated enemy with power to rival Nekron's own. **(Str500/1000)**

The monster known as the Anti-Monitor exists only to consume and control, and all its plans and actions are directed toward those twin purposes. It is cold, utterly ruthless, and calculating on a detached level beyond mortal understanding.

The Anti-Monitor has no allies, only tools. In the past, it has used the Qwardians, the Sinestro Corps, Superboy-Prime, the Cyborg Superman, and Psycho-Pirate in that role.

The Anti-Monitor is essentially the enemy of not just every hero in the multiverse, but every single living thing, as its goal is ultimately to consume all creation. The Green Lanterns and their masters, as well as Superman, rank highly in its mind for the defeats they've helped it suffer.

REAL NAME: ANTI-MONITOR
OCCUPATION: DESTROYER OF UNIVERSES
BASE: ANTI-MATTER UNIVERSE **AFFILIATION:** NONE
HEIGHT: VARIES **WEIGHT:** VARIES
EYES: YELLOW **HAIR:** NONE

ANTI-MONITOR PLX2/PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
25	25	7	7	12	25	25	25

POWERS

Energy Form: Immunity 30 (Fortitude Effects) (Limited: must use Containment Suit to have a physical body) • *30 points*
Energy Control: Energy Absorption 25, Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 22, Transform 25 • *347 points*
Flight: Flight 20 (Space Travel 10), Teleport 25 • *100 points*
Psionic Powers: Communication 25, Comprehend 25, Senses 25 (Cosmic Awareness), Summon 25 (Shadow Demons) • *225 points*

EQUIPMENT

Containment Suit: Energy Absorption 25, Protection 25) • *50 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 15 (Status [Anti-Monitor]), Connected, Contacts, Eidetic Memory, Equipment 10, Inventor, Jack of All Trades, Power Attack, Ranged Combat 5, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 2 (+14), Expertise 10 (+30), (Multiversal History, Metaphysics), Intimidation 22 (+40), Vehicles (Spacecraft) 12 (+19), Technology 20 (+40)

OFFENSE

INITIATIVE +7

Energy Blast +12	Ranged Damage 25
Unarmed +14	Close Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	25
WILL	25		

POWER POINTS

ABILITIES	178	**SKILLS**	33
POWERS	702	**DEFENSES**	5
ADVANTAGES	40	**TOTAL**	958

COMPLICATIONS

Nemesis: The Monitor
Extreme Megalomania: The Anti-Monitor does not have allies, only servants and tools. He is brutal and deadly in enforcing this relationship and does not accept disobedience or failure.
Strange Appearance: A coruscating ball of energy in physical form held together by his armor, when coalesced into a semblance of matter the Anti-Monitor looks monstrous by any standard.

ANTI-MATTER MACHINERY

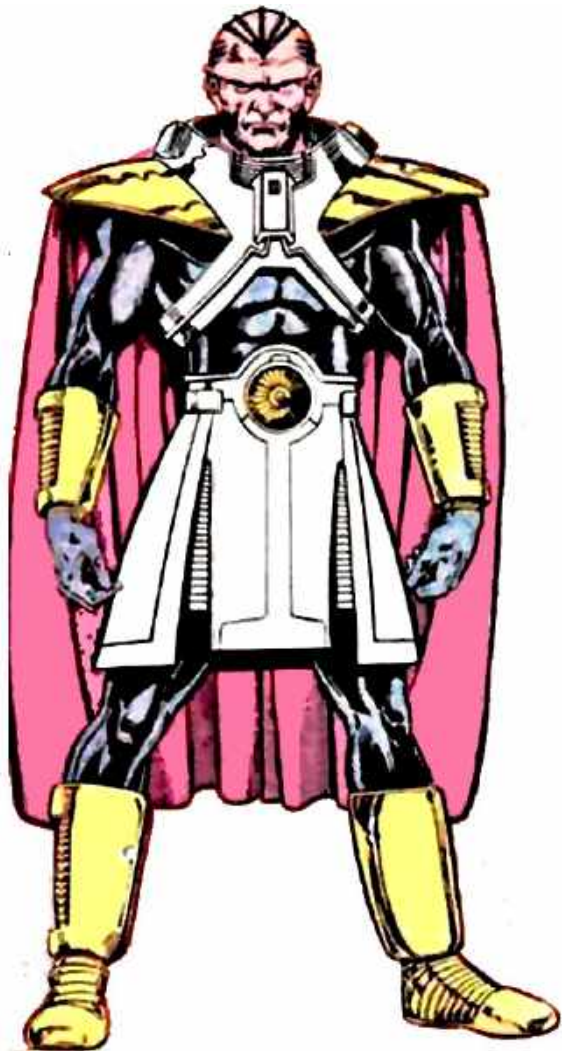
The Anti-Monitor destroyed the infinite universes with machines that projected an ever-expanding wave of anti-matter that destroyed all positive matter it came in contact with, down to the molecular level (**Disintegration X3**). It was this machinery that established the Anti-Monitor's reputation as a 'multiversal' power – he utilized universal-level attacks on multiple universes, even though his original personal stats and powers were more in line with a Skyfather.
In this sense, the Anti-Monitor is perhaps more a multiversal 'threat' rather than a 'power'. At the peak of the Crisis on Infinite Earths, the Anti-Monitor absorbed massive amounts of energy, becoming one of the most monolithic villains ever seen in any universe, but that represented his uber-stats as opposed to his walking around weight.

POWERS AND ABILITIES

At the height of its abilities, the Anti-Monitor has unmatched levels of power, such as power to create antimatter waves that engulf universes and transform them into energy it can absorb. Its physical form is mutable, ranging in size from half-again human height to hundreds of feet tall. That form has immeasurable strength and is practically indestructible by any conceivable standard; it can alter local reality at will (erasing Psycho-Pirate's face while keeping him alive, for one example), unleash moon-shattering bolts of energy, sense the smallest change in energy spectra, and perceive events happening in universes entirely removed from itself. Plot-device character barely begins to describe the Anti-Monitor.

NOTE: The Anti-Monitor is normally represented by the listed stats – a level where the Pre-Crisis Supergirl nearly defeated him single-handedly – but near the end of the Crisis on Infinite Earths, the Anti-Monitor absorbed a tremendous amount of energy, giving him **STR 35**, **STA 35**, and **Variable Power 40**, capable of engaging nearly every hero in the DC multiverse simultaneously, including many Pre-Crisis Kryptonians and Daxamites. (He also gained **Growth 40** as an X-level manifestation with no effect on his abilities) .

X-Level: The stat-box is the Anti-Monitor as a playable **PL20**. On the X-level scale, he is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls. The Anti-Monitor at the end of the Crisis was **PLX3**



THE MONITORS

Prior to the first cosmic crisis, the aftermath of which ultimately restructured the multiverse, there were initially two and only two Monitors: The **Monitor** and the Anti-Monitor. The original Monitor was killed during that first crisis. Later, following the destruction of the device Alexander Luthor was using to recreate the multiverse as it existed before the crisis in which the original Monitor was killed, fifty-two new universes were created and fifty-two new Monitors were created with them. Overtime, as the natures of the universes they watched over began to shape and influence them, the very reality of the Monitors' existence *literally* took on elements of a complex story, evolving backwards in time to develop an entirely new history.

In the beginning, the Overmonitor discovered the Bleed and the existence of the multiverse. Discovering, through a series of probes that resembled the original Monitor, that each Earth had its own heroes and Worlds," a machine that controlled the separation of universes in the Bleed.

The Overmonitor's continuing contemplation of the multiverse somehow created a world and a race of "descendants." The first of these new Monitors was Dax Novu. Though later Monitors would be told that Novu sacrificed himself to save the multiverse from a terrible threat, the truth was that he had uncovered the fact that exposure to the Bleed and the stories of the multiverse was corrupting the Monitors, in essence making them vampires living off the lifeblood of all existence. Transforming into the vampirism monster Mandrakk, Novu was locked away by other Monitors and his fate covered up. Though Novu later escaped and was defeated by Superman during the course of the last great crisis, a brother Monitor, Rox Ogama, carried on for him by becoming the new Mandrakk, corrupting the Ultraman of the Anti-Matter Universe as his agent.

To keep Nix Uotan from interfering, the youngest Monitor, and the one temperamentally most likely to uncover his scheme, Rox arranged for the Earth that Uotan guarded to be destroyed (Earth-51), resulting in Uotan being punished through exile to Earth-0 in human form.

While this was occurring, a Monitor named Solomon who led a faction within the Monitors supporting destroying “multiversal anomalies” (people who crossed from one universe to another) also began implementing a plan, a plan to convert all his brethren to his side and remove any obstacles to his goals.

At the end of this latest crisis, the new Mandrakk was destroyed by Nix Uotan and Zillo Valla. Superman then used the Miracle Machine to wish for a happy ending that undid all of the changes and damage to the multiverse. Since he had been the only Monitor that actually stayed true to his mission despite the corrupting influences surrounding them, the Overmonitor chose Nix to remain a Monitor. The Overmonitor decided that their new individualism combined with their vampiric tendencies made the remaining Monitors a threat to the multiverse, so the remaining Monitors and their world then vanished unprotected into the multiversal ether as part of Superman’s wish for a happy ending, apparently reborn as ”mere” mortals on the various Earths.

As they are *literally* plot-device characters, Monitors have whatever stats and abilities the Gamemaster needs for their story. As is the case with all X-characters, the stats provided are for reference versus other X-characters On the X-level scale, they are **PLX2**, similar to the Anti-Monitor. **(Str300)**

MONITOR PLX2/PL18 908 POINTS

A: Str 23 **Sta** 25 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 22 **Awe** 25 **Pre** 21

Powers: Energy Control: Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 22, Transform 25, **Flight:** Flight 20 (Space Travel 10), Teleport 25, **Psionic Powers:** Communication 25, Comprehend 25, Senses 25 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 15 (Status [Monitor]), Connected, Contacts, Eidetic Memory, Equipment X*, Inventor, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed; *Any Equipment rank needed

Skills: Expertise 8 (+30), (Multiversal History, Metaphysics) Intimidation 4 (+25), Vehicles (Spacecraft) 11 (+18), Ranged Combat 3 (+10)

Offense: Initiative +7, Energy Blast +10 (Ranged Damage 25), Unarmed +10 (Close Damage 25)

Defense Dodge 12, Parry 12, Fortitude Immune, Toughness 25, Will 25

Totals: Abilities 286 + Powers 571 + Advantages 25 + Skills 13 + Defenses +7 = 908

X-Level: The stat-box is the Monitor as a playable PL18. At X-level, he is a PLX2 entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (20x2=40) on all rolls

Base: The Multiversal Nexus
Current Members: Nix Uotan
Former Members: “Bob,” Dax Novu (Mandrakk), Rox Ogama, Solomon, Tahoteh, Weeja Dell, Zillo Valla, Zip Hermuz

Headquarters: An unnamed satellite outpost floating in the Multiversal Nexus
Vehicles: Bleedships (*Ultima Thule*, *Echo of Midnight*, the Carrier)

Bleedships Size: Colossal **Str:** 18 **Speed:** 20 (Flight) **def:** 2 **Tou:** 18; **Features***:* Navigation System, Flight Dynamic AE: Movement 6 (Dimensional Travel 3, Space Travel 3), Immunity 2 (Effects Related to The Bleed)
There are several examples of these ships, varying in size. These numbers represent something on the scale of Zillo Valla’s *Ultima Thule*.

AQUAMAN

The son of Queen Atlanna and the demigod spirit of Atlan, Orin was rejected by his own people, the Atlanteans, who feared that his blond hair and ability to communicate with sea creatures marked him with the curse of Kordax, an ancient Atlantean monster. Orin was abandoned, and left to die on Mercy Reef, until a dolphin named Porm came to his rescue. Orin lived as a feral child with his dolphin family until the day he was discovered by Arthur Curry, a lighthouse keeper. Arthur took the boy into his home and taught him to speak.

Orin took his adoptive father's name and traveled north. During his travels, he fell in love with an Inuit woman named Kako. Unbeknownst to Arthur, he fathered a child with Kako. He was kidnapped by Atlantean soldiers before he learned of the child's existence.

In the lost city of Poseidonis, part of the sunken Atlantean continent, Arthur learned for the first time that his mother was of royal blood. It was there that he befriended Vulko, a fellow prisoner, who helped him escape captivity. Upon reaching the surface, he stumbled upon the Flash (Barry Allen) battling the Prankster. Impressed by Arthur's power, the Flash invited him to the United States.

Taking the name **Aquaman**, Arthur Curry used his metahuman powers to become protector of the Seven Seas and friend to the surface world. Aquaman was a founding member of the Justice League of America, making him one of the most famous heroes in the world. **(Str40)**

PERSONALITY

Aquaman is defined by his dual nature. He's not truly a member of the human race, nor a member of the Atlantean race, but he takes his responsibility to protect both worlds very seriously. Often, those responsibilities weigh on him heavily, but Aquaman is stubborn and a fighter, who is unwilling to knuckle under to any sort of pressure, whether its from a political problem in Atlantis or a super-villain in the surface world. Although Aquaman is a caring man who values his family and friends, his pride and devotion to duty can sometimes distance him from them.

POWERS AND ABILITIES

Aquaman's marine telepathy is capable of summoning a vast array of sea creatures to his aid. From giant squid to schools of fish, no sea creature, however large or small, can deny Aquaman's call. The Gamemaster may want to handle a large school of fish like a single giant-sized creature with a rank or two of Insubstantial to reflect their dispersed mass. The Sea King has been known to perform various power stunts with his telepathy, affecting the 'primordial' level of more evolved brains, like those of humans, with a Perception Ranged Affliction or Damage effect.

Aquaman is slightly below his power level limits in some areas (particularly offense) but his Favored Environment advantage tends to make up the difference when he is fighting underwater.

WARRIOR KING

For a time, Aquaman lost his left hand when he was deprived of his telepathic powers and attacked by a school of piranha. He replaced it with a cybernetic harpoon designed at S.T.A.R. Labs that featured a retractable cable launcher. In addition to his weaponized prosthesis, Aquaman adopted a fiercer, more war-like appearance and attitude, donning armor and lettng his hair and beard grow wild. This Aquaman was filled with pride and belligerence, even towards his friends.

REAL NAME: ARTHUR CURRY
OCCUPATION: KING OF ATLANTIS
BASE: ATLANTIS
AFFILIATION: JUSTICE LEAGUE
HEIGHT: 6' 1"
WEIGHT: 325 LBS
EYES: BLUE
HAIR: BLOND

AQUAMAN PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	4	2	11	2	3	3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation • Aquatic), Senses 1 (Low-Light Vision) • *6 points*

Marine Telepathy: Array *(57 points)*

- Summon Marine Life 8 (120) points), Horde, Mental Link, Multiple Minions 2 (4 minions), Variable General Type (Marine Life), Limited to in or near water • *57 points*
- Comprehend Animals 2, Mental Communication 4, Limited to Marine Life • *1 point*

Swimming: Swimming 10 (500 MPH) • *10 points*

ADVANTAGES

All-out Attack, Animal Empathy, Benefit 3 (King of Atlantis), Defensive Roll 3, Favored Environment (Aquatic), Improved Initiative, Languages (Atlantean), Power Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+14), Close Combat: Unarmed 2 (+13), Expertise: Atlantean Lore 7 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 5 (+8), Ranged Combat: Throwing 6 (+8), Stealth 4 (+8), Technology 3 (+5), Vehicles 3 (+5)

OFFENSE

INITIATIVE +8

Unarmed +13 — Close Damage 10

DEFENSE

DODGE	11	**FORTITUDE**	11
PARRY	11	**TOUGHNESS**	11/8*
WILL	11	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	86	**SKILLS**	25
POWERS	74	**DEFENSES**	18
ADVANTAGES	13	**TOTAL**	216

COMPLICATIONS

Relationships: Aquaman has a wife, Mera, and ties with his former ward, Tempest, and his friends in Atlantis.

Responsibility: As King of Atlantis, Aquaman must often attend to the needs of his people and his duty to the Seven Seas.

Temper: Aquaman is known for his fierce, warrior temper when tested

Weakness: Aquaman dehydrates when away from water for an extended time, becoming impaired, disabled, and finally incapacitated before his condition becomes dying. Immersion in water immediately removes all accumulated conditions.

THE WATER-BEARER

The Lady of the Lake later replaced Aquaman's missing hand with a mystical construct of water with various magical powers, naming him 'the Water-Bearer of the Secret Sea.'

HAND OF THE WATER BEARER: MAGICAL ARRAY • *24 POINTS*

Dehydration: Affliction 12 (Resisted by Fortitude; Impaired, Disabled, Incapacitated), Cumulative • *24 points*

- **Communication:** Senses 1 (Communication Link with the Lady of the Lake) • *1 point*
- **Hand Weapons:** Strength-based Damage 2 (changing the shape and density of the hand into weapons) • *1 point*
- **Healing Touch:** Healing 12 • *1 point*
- **Mystic Portals:** Dimensional Travel 2 (mystic dimensions), Portal • *1 point*
- **Nullify Magic:** Nullify Magic 12 (all effects at once) • *1 point*
- **Scalding Blast:** Ranged Damage 12 (blast of scalding water) • *1 point*

ASPEN MATHEWS

Aspen Matthews is caught between two worlds. During her early adolescence, she could remember nothing from her early childhood. In her earliest memories she is on the cruise ship *Paradise*, thought to have been lost for ten years. She was adopted by Captain Matthews, a US Navy captain, and soon developed a passion for water, running to the nearest beach every day to enjoy her favorite recreations of swimming and surfing. She actively pursued this passion and showing tremendous aptitude eventually joined the US Olympic Swimming Team. She trained hard and was chosen to compete in the Olympic Games. However she was eliminated as she tested positive for performance-enhancing drugs despite never having taken any. This effectively ended Aspen's professional swimming career, so she chose to study marine biology.

Aspen has recently begun to remember bits of her early childhood, including a memory with her mother talking to a member of the mysterious race known as the *Black*

Aspen continued to study marine biology, graduating as a marine biologist. Eventually, she was invited to participate in a deep underwater research station called Deep Marine Discovery (DMD). The primary goal of the DMD was to study a strange alien ship that seemed to have a symbiotic relationship with the surrounding water. Aspen also learns that the DMD was holding a strange alien man named Killian, who had voluntarily surrendered himself. However Aspen did not have much time to study him, as the DMD was suddenly torpedoed by mistake. Killian freed himself, and attempted to abduct Aspen. However, a strange figure intervened and saved Aspen.

After the event at the DMD, from which she was one of the few survivors, Aspen's life began to grow much more complicated. Admiral Maylander discovered that while her anatomy was somewhat similar is not human. Aspen also encountered Chance Calloway, a naval fighter pilot and shooter of the torpedo. Although she scorned him at first, they developed a mutual degree of respect. Later Aspen was abducted and seduced by Killian who told her that she was one of the Blue, a race of underwater people led by Biranha and living in hiding from Humanity. Aspen was also an *Elite Blue*, meaning she could not only breathe underwater, but also manipulate it to her will. She was persuaded to help set up a number of battle stations in a plan to conquer the human race. The battle stations eventually activated the *Blue Sun*, a weapon-satellite capable of sending a massive energy beam. The beam was used to penetrate the ocean floor.

Eventually, the enigmatic Cannon Hawke rescued Aspen away from Killian and his dissidents, who were molding her into their weapon of hatred. He enlightened Aspen of the largely peaceful Blue culture, and the need of stopping Killian's plans. With the help of Cannon and Chance, she did thwart Killian's plan, and in the process tapped into her deeper powers, which were far more powerful than anyone could have imagined.

Although Aspen did experience some well-deserved down time after the events surrounding the Blue Sun, she was soon abducted by yet another enigmatic race of underwater people, the Black. They took her to the bottom of the ocean, where she meets her biological father, Ragher, himself a Black. This explained her extraordinary ability to manipulate water. Ragher tried to sway Aspen towards the Black point of view and to use her in their own plans for Humanity.

REAL NAME: ASPEN MATHEWS
OCCUPATION: MARINE BIOLOGIST
BASE: NEW YORK CITY **AFFILIATION:** THE BLUE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BLUE **HAIR:** BLACK

ASPEN MATHEWS — PL7

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	2	2	3	3	2	1	2

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Senses 1 (Low-Light Vision), Swimming 7 (60 MPH) • *12 points*
Coral Bonding: Protection 6 (impervious, underwater only), Coral Weapons Strength-based Damage 3 • *9 points*
Water Control: Create 10. Movable, AE: Damaging Move Object 10 • *40 points*
Water Form: Insubstantial 1 (Water) • *5 points*

ADVANTAGES

Beginner's Luck, Benefit 2 (Status: the Blue), Favored Environment (Aquatic), Evasion

SKILLS

Acrobatics 5 (+9), Climb 2 (+2), Close Combat: Coral Weapons 4 (+7), Expertise: Marine Biology 6 (+8), Insight 2 (+3), Perception 5 (+6)

OFFENSE

INITIATIVE +9

Coral Weapons +7	Close Damage 4
Tsunami	Area Damage 10
Unarmed +3	Close Damage 1

DEFENSE

DODGE	6	**FORTITUDE**	10
PARRY	6	**TOUGHNESS**	8/2*
WILL	4	*Without Coral Bonding	

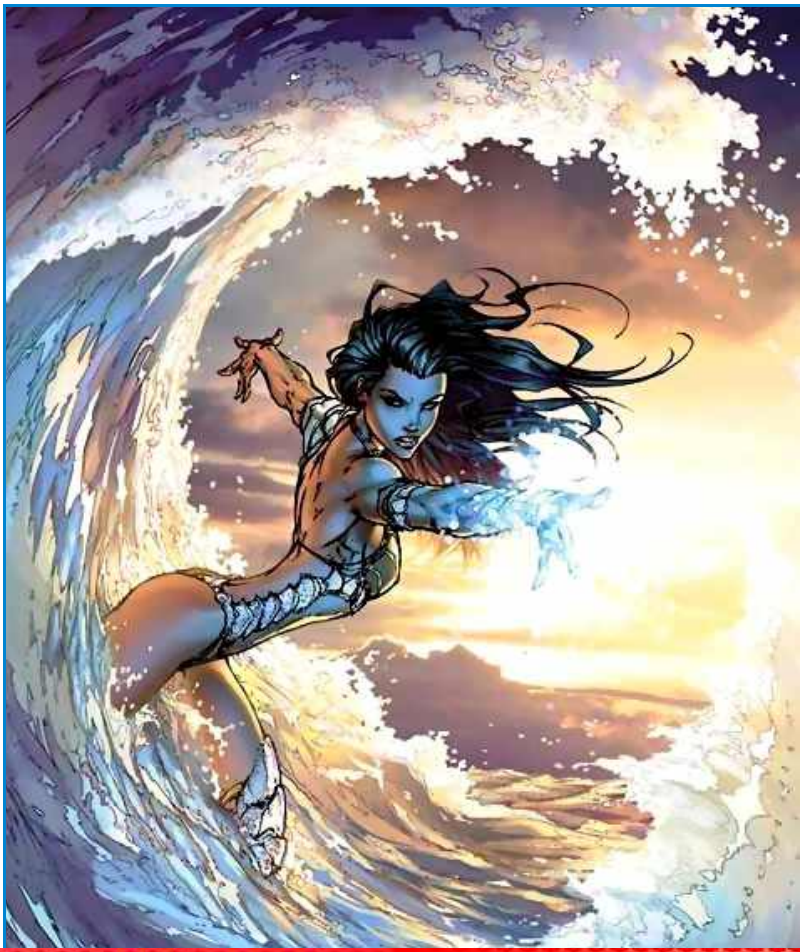
POWER POINTS

ABILITIES	32	**SKILLS**	12
POWERS	66	**DEFENSES**	18
ADVANTAGES	5	**TOTAL**	133

COMPLICATIONS

Enemy: Killian
Relationships: Canon Hawk, the Blue

However, tired of being manipulated, Aspen rejected him and left the Black, choosing her own way, returning to the surface. Upon her return, she discovered humanity had learned of the Blue's existence, and they were on the verge of war. Unsure what to do, she tracked down Chance Calloway, who helped her avert the conflict. The two also realized their feelings for each other. Currently, Aspen has joined Cannon Hawke and the Blue. **(Str6)**



PERSONALITY

Caught between two worlds, Aspen has spent her life looking for her place in the world. She has always had a deep affinity for the ocean, and perhaps has found her true calling with the Blue, transforming from a nondescript academic into a true warrior

POWERS AND ABILITIES

Aspen can manipulate liquid, creating massive waves, or forming water into solid shapes, or even control the flow of blood in someone's body. She can turn her physical body into water, or bond coral to her body as armor or bladed weapons. She has also shown the potential for other powers, such as telepathy and energy projection.

AVENGERS

The history of the **Avengers** is a long and proud one and it's all because of one of the most notorious villains in the Marvel Universe.

In an attempt to kill his half-brother, the thunder god, Thor, the trickster god Loki inadvertently united the first team of Avengers. Perennial super-sidekick Rick Jones radioed the Fantastic Four for help when Loki tried to frame the savage Hulk for a railway accident. Thor, Ant-Man, Wasp, and Iron Man intercepted the radio signal and traveled to handle the matter, where the group of them together uncovered Loki's plot. With Loki vanquished, the heroes decided that they could do more good as a team. For the first time ever, the Avengers assembled.

Almost immediately the evil Space Phantom worked his duplicity on each member, sowing distrust, particularly towards the monstrous Hulk – and with his heart on his sleeve, the Hulk, feeling ostracized, quit the team, leaping off into the desert. The Hulk's departure set the stage for a sweeping history of roster changes

The Avengers soon located a star-spangled man frozen in an iceberg, who turned out to be the legendary Captain America, and the group's roster swelled with this capable new entry, who often serves as the defacto-leader of the group, even when not officially holding that position.

This team battled together for a while, beginning long-running fights with the time traveling Kang the Conqueror and Baron Henirich Zemo's Masters of Evil. Wonder Man fist joined the team during this period.

The group's responsibilities as Earth's Mightiest heroes have also put them on the forefront of cosmic battles. They swayed the outcome when two galactic states, the Kree and the Skrull empires, engaged in a star-spanning galactic war – the Kree/Skrull War – and the Avengers' intervention led to the first lasting peace in a million years of war.

The Avengers have also battled what might have been the greatest cosmic menace of all – the Mad Titan, Thanos, a nihilist who has attempted – and nearly succeeded – on several occasions to both claim absolute god-like power, and use it to destroy the entire universe.

While the official roster changes, however, the Avengers are always the 'Earth's Mightiest Heroes' – they remain the All-Star team – they're the Varsity. If a problem gets big enough, you call the Avengers. And when push comes to shove, all the original members of the group are still around. And nearly every major hero in the Marvel Universe has at least a reserve membership – even heroes that are part of other established groups like the Fantastic Four or the X-Men.

Because necessity always brings them together, even in cases in which the official group has occasionally disbanded, they have always reformed in one incarnation or another, even opening up a West Coast Avengers branch in California.

Almost all of the Avengers' primary members are major heroes, and are listed under their own separate entries - the following represent some of the group's staple members who, either don't generally pursue individual careers, or else have had long term residency and are not normally associated with any other group.

BASE: NEW YORK CITY, NEW YORK
FOUNDING MEMBERS: ANT-MAN, HULK, IRON MAN, THOR, WASP
BEST-KNOWN MEMBERS: BLACK PANTHER, BLACK WIDOW, CAPTAIN AMERICA, HAWKEYE, MS. MARVEL, NAMOR, SCARLET WITCH, VISION, WONDER MAN
HEADQUARTERS: AVENGERS MANSION
VEHICLES: QUINJET

DOCTOR PYM

When **Doctor Henry Pym's** new bride Maria was murdered, he was emotionally shattered and suffered a brief mental breakdown, vowing to use his talents to fight injustice. His discovery of the "Pym particle" gave him the means to wage that fight. He used his shrinking formula on himself and created the super-heroic identity of Ant-Man.

After Janet Van Dyne's father was murdered, Pym, impressed by her courage, offered to make her his partner. She agreed and became the Wasp. Ant-Man and the Wasp were two of the founding Avengers.

Feeling overshadowed by the more powerful Avengers, Pym developed an enlarging gas and assumed the identity of Giant-Man and later Goliath. As Goliath, Pym faced Ultron for the first time. He later learned that the insane, murderous robot was his own creation, and was tormented by guilt.

Pym continued scientific research in his spare time, without any major new discoveries. One day a lab accident caused Pym to have another temporary mental breakdown and he assumed the identity of Yellowjacket. As Yellowjacket, Pym married the Wasp, who recognized Pym in his new identity.

Pym's emotional instability continued, and he suffered a third breakdown when Ultron brainwashed him and created the robot Jocasta with Pym's help.

The continued frustration of his unsuccessful research and a court-martial for misconduct as an Avenger triggered his fourth and most serious breakdown. Pym built a robot to attack the Avengers, thinking that he would be acquitted if he defeated it. The plot was exposed, Pym was expelled from the Avengers, and the Wasp divorced him.

At this, the lowest point in Pym's life, the villain Egghead, who had organized the third Masters of Evil, blackmailed Pym into joining his criminal scheme. Pym pretended to cooperate, but turned the tables, secretly building a weapon that would enable him to fight Egghead. The Avengers came to Pym's rescue, to discover that Pym had beaten the Masters by himself.

Further tragedy occurred in Pym's life when the robot Ultron-12, which had evolved a personality that loved Pym and respected him as a "father," was fatally damaged when it and Wonder Man saved Pym from death at the hands of the still-insane Ultron-11. Pym later joined the West Coast Avengers as a resident scientist, but has apparently permanently retired as an adventurer.

Ironically, all of Henry Pym's former costumed identities have been used by other individuals at different times, on both sides of the law. Three of these are still active, the criminals Goliath and Yellowjacket, and the hero Ant-Man. **(Str6)**

DOCTOR PYM — PL10 108 POINTS

Abilities: Str 1 **Sta** 2 **Agi** 2 **Dex** 2 **Fgt** 3 **Int** 6 **Awe** 1 **Pre** 0

Powers: Pym Particles: Growth 10 (Tiring), Normal, Shrinking 20, Atomic, Continuous, Normal Strength

Advantages: Evasion, Inventor

Skills: Expertise: Science 8 (+14), Insight 6 (+7), Investigation 4 (+5), Perception 6 (+7), Persuasion 5 (+5), Technology 7 (+13), Treatment 2 (+8), Vehicles 5 (+7)

Offense: Initiative +2, Unarmed 3, Close Damage 1 (11)

Defense: Dodge 4, Parry 4, Fortitude 2, Will 5, Toughness 2 (Dodge/Parry varies with Growth/Shrinking)

Totals: Abilities 34 + Powers 40 + Advantages 2 + Skills 23 + Defenses +9 = 108

Complications: Mental Instability: Hank Pym has had numerous mental breakdowns, becoming violent, and even villainous. He is deeply ashamed of these instances. **Relationships**: Hank has a long-running relationship with the Wasp, sometimes married. **Ultron's Creator:** The evil robot, Ultron, was Pym's creation – one he terribly regrets.

Gadgets: Hank Pym is one of the most prolific inventors in the Marvel Universe, and can be considered to have any handy gadget he needs. Typically, he carries an energy gun of some sort, and a weapon that fires 'Pym Particles', along him to grow or shrink objects or individuals.

HAWKEYE

Clinton Barton was the younger of two sons born to a small business proprietor and his wife. When his parents were killed in an automobile accident when he was eight, Clint and his brother Barney were placed in the state orphanage. As teens, they ran away from the institute to join a traveling carnival, and Clint apprenticed himself to the carnival's star attraction, the mysterious Swordsman. Recognizing Clint's flair for archery, the Swordsman agreed to tutor him in the art. Eight hours a day for four years, Clint practiced with bow and arrow, becoming good enough to perform professionally as **Hawkeye** the Marksman.

One day Clint witnessed Iron Man in action, and decided to emulate him by donning a colorful costume and using his archery skills to battle crime. However, in his first public appearance as a masked hero, Hawkeye was mistaken for a thief and found himself in battle with Iron Man. Weeks later, his attraction for the Russian spy Black Widow led him to commit further acts on the wrong side of the law. However, Iron Man soon learned Hawkeye's true nature and sponsored him for Avengers membership. Hawkeye has been a staple member of the Avengers ever since. **(Str9)**

HAWKEYE — PL10 72 POINTS

Abilities: Str 3 **Sta** 3 **Agi** 5 **Dex** 5 **Fgt** 5 **Int** 1 **Awe** 1 **Pre** 0

Equipment: Bow and Arrows: 10 Point Array, **AE: Standard Arrow:** Ranged Damage 5, **AE: Cable Arrow:** Movement (Swinging), **AE: Flare Arrow:** Affliction 5 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), **AE: Knockout Gas Arrow:** Burst Area Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep), **AE: Net Arrow:** Affliction 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized), **AE: Stun Arrow:** Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated)

Advantages: Accurate Attack, All-out Attack, Defensive Roll 4, Equipment 3, Improved Aim, Improved Critical (Bow), Improved Disarm, Improved Initiative, Move-by Action, Precise Attack 2 (Ranged, Cover and Concealment), Ranged Attack 2, Quick Draw, Skill Mastery (Ranged Combat – Bow), Takedown, Taunt, Ultimate Effort (Aim), Uncanny Dodge

Skills: Acrobatics 6 (+11), Athletics 8 (+11), Close Combat: Unarmed 3 (+8), Deception 7 (+8), Expertise: Survival 4 (+5), Insight 6 (+7), Intimidation 6 (+6), Investigation 6 (+7), Perception 6 (+7), Ranged Combat: Bow 8 (+15), Stealth 8 (+12), Vehicles 6 (+10)

Offense: Initiative +8, Bow +15, Ranged, Damage 5 plus others, Crit. 19-20, Unarmed +8, Close Damage 2

Defense: Dodge 13, Parry 12, Fortitude 8, Will 7, Toughness 7/3*, *Without Defensive roll bonus

Totals: Abilities 34 + Powers 0 + Advantages 9 + Skills 23 + Defenses + 8 = 72

Complications: Deaf: Hawkeye is 80% deaf and has to use hearing aids **Relationships:** Hawkeye is the quintessential Avenger, with most of his contacts and relationships coming from the super-hero community. He is close with and former partner of the Black Widow. He was married to Mocking Bird before her death. **Hothead:** Hawkeye can usually be counted onto be the first one into the fight and then be right in the middle of it.

Trick Arrows: Hawkeye's arsenal of trick arrows has over the years included everything from net arrows and knockout gas arrows to boomerang arrows, exploding arrows, taser arrows, and the infamous boxing-glove arrow. A number of Hawkeye's more common trick arrows are listed as part of his standard equipment (and therefore usable any time), but the Emerald Archer's quiver is also an excellent opportunity for power stunts, pulling out just the right trick arrow for the job, much like he does in the comics. Because Hawkeye's quiver is equipment, the Gamemaster may require the expenditure of a hero point to perform power stunts for it, rather than simply using extra effort. See the **Gadgets & Gear** chapter for additional information.

Note that while Hawkeye's weapons have a relatively low rank, his considerable skill with a bow and his Power Attack advantage allows him to augment that rank somewhat by taking the appropriate penalty to his attack check, particularly against opponents he knows he can hit.

HERCULES

If you know mythology, you know **Hercules**. Father: Zeus, king of the Greek gods. Mother: Alcmena, mortal woman. Home: Mount Olympus, hangout of the immortal set.

After the 12 labors, after his ascent to godhood, Herc got tired of Mount Olympus, so he decided to come down off the mountain to see where the action was and discovered modern America. It was everything he could have hoped for.

He promptly raised the ire of Zeus for meddling in mortal affairs, and was banished to Earth for a year, barred from returning to Olympus. To Zeus' consternation, Herc had such a good time that he stayed much longer. During his initial banishment, he served with the Avengers. Later he joined the Defenders, and for a while was a charter member of the Champion**s.**

The 'Lion of Olympus' is a party guy, who loves drink, women, and food. While he isn't irresponsible or foolish, he kicks back a lot more than most of the heroes he keeps company with. He lives to give others the 'gift' of battle – usually a serious beating.

Hercules has hit low points, stripped of his powers, wandering as a homeless bum, near death after an attack by Masters of Evil, but he always springs back as a ready ally of the Avengers whenever they need him.

Recently Herc has developed a sidekick partnership with Amadeus Cho, a teen-aged genius, as well as a more-congenial than usual associations with the Incredible Hulk. **(Str95)**

HERCULES	PL15 159 POINTS
Abilities: Str 18 **Sta** 15 **Agi** 2 **Dex** 2 **Fgt** 12 **Int** 1 **Awe** 1 **Pre** 3	
Powers: Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 6, Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons)	
Advantages: All-Out Attack, Benefit (Prince of Olympus), Die Hard, Extraordinary Effort, Fearless, Great Endurance, Power Attack, Seize Initiative	
Skills: Athletics 2 (+20), Expertise: Olympian Lore 8 (+9), Intimidation 12 (+15), Perception 7 (+8), Ranged Combat: Golden Mace 7 (+10)	
Offense: Initiative +2, Unarmed +12, Close Damage 18	
Defense: Dodge 10, Parry 12, Fortitude 15, Will 8, Toughness 15	
Totals: Abilities 108 + Powers 21 + Advantages 8 + Skills 17 + Defenses +15 = 159	
Complications: Enemy: Hera**, Relationships:** Hercules has a number of contacts among the Earth heroes community. In particular, he has worked with the Avengers and the Champions, and has partnered with Amadeus Cho and the Hulk. He has a tumultuous relationship with his father Zeus, **Womanizer:** Herc is a good time haver. **Weapons:** Herc occasionally utilizes traditional Olympian weapons such as the bow, or spear. His weapon of choice however, is his indestructible Golden Mace (Damage +1), which effectively raises Herc's Power Level to 16.	

SCARLET WITCH

Wanda was raised by gypsies alongside her brother Pietro (Quicksilver). The siblings were recruited into magneto's Brotherhood of Evil Mutants. She always hated that organization and Magneto's goals, a conviction that was not shaken even when she learned Magneto was her father.

The **Scarlet Witch** leapt at the chance to join the Avengers when the opportunity arose. She fell in love wit the sythezoid Vision and married him, proving the picture of bliss when, improbably, she bore the Vision twin sons.

Wanda has undergone more tragedy and torment than many Marvel heroes. Her marriage ended when the Vision's emotions were dismantled, her sons proved to be mere illusions, and she has suffered mental and emotional breakdowns. She has since recovered from these troubles and emerged stronger. The Scarlet Witch is a steady and essential Avenger, always ready to answer duty's call.

Wanda has studied under the tutelage of the witch Agatha Harkness. Though Wanda's mastery of magic is limited, her studies helped her to improve her control over her mutant probability 'hexes'. The combination of mutant power and magic means there is very little her powers cannot achieve if she concentrates. Wanda's powers seem tied to her emotional state – self-confidence leads to mastery of her powers, so that when her confidence is low, her power falters. Conversely, strong emotion, especially anger tends to amp her power beyond its normal limits and control. **(Str3)**

SCARLET WITCH — PL11 132 POINTS

Abilities: Str 0 **Sta** 3 **Agi** 3 **Dex** 4 **Fgt** 2 **Int** 2 **Awe** 2 **Pre** 3

Powers: Magic: 12–point Array, **AE: Magic Blast:** Ranged Damage 6 (magic), Dynamic, **AE: Magical Shield:** Deflect 14, Protection 3, affects others, concentration, impervious, **Mystic Senses:** Senses 4 (Detect Magic, Ranged, Acute, Analytical), **Hex Spheres:** Ranged Affliction 11 (Limited to Probability Manipulation, Unpredictable)

Advantages: Attractive, Connected, Defensive Attack, Extraordinary Effort, Luck, Ritualist, Teamwork

Skills: Close Combat: Unarmed 3 (+5), Deception 8 (+10), Expertise: Magic 12 (+14), Perception 6 (+8), Persuasion 6 (+9), Ranged Combat: Magic 4 (+8), Ranged Combat: Hex Spheres 6 (+10), Sleight of Hand 10 (+14), Treatment 6 (+8), Vehicles 4 (+6)

Offense: Initiative +2, Hex Spheres +10, Ranged, Varies, Magic Blast +8, Ranged, Damage 6, Unarmed +5, Close, Damage 0

Defense: Dodge 12, Parry 10, Fort 7, Will 8, Toughness 3

Totals: Abilities 36 + Powers 29 + Advantages 7 + Skills 32 + Defenses +28 = 132

Complications: Mutant: Wanda has experienced a lifetime of anti-mutant hatred and bigotry. **Relationship:** Wanda is the wife of the Vision, and has contacts with the Avengers. She is also the sister of the mutant speedster, Quicksilver, and the daughter of the mutant terrorist, Magneto. **Uncontrolled Power:** Wanda's Hex Spheres produce wildly unpredictable results and her ability to affect probabilities has resulted in effects far beyond her power level – even X-class – such as in the 'House of M' crisis. She has also tapped into more powerful forces, like Chaos Magic in the DC Universe. She also has some unspecified link to the Phoenix force.

VISION

The synthezoid **Vision** was created by the evil robot Ultron. Although Ultron intended the Vision to betray the Avengers, the Vision broke Ultron's control and instead joined the team battling his creator. After that, the Vision became a core member of the Avengers.

The Vision has undergone many changes. At first as cold as any robot, the Vision discovered his capacity for emotions and fell in love with fellow Avenger, the Scarlet Witch. The two married and left the team for a while in search of a normal life, but events constantly brought him back to active duty. For a while, the synthezoid even enjoyed fatherhood when Wanda seemingly bore him two sons; tragically, these turned out to be illusions.

Later, the Vision was disassembled and his memory erased. He eventually regained the memories but not his emotions. His marriage to the Witch dissolved, and he became more robotic than ever. Since then, the Vision has regained much of his capacity for emotions although he still seems robotic at times. **(Str50/88)**

VISION — PL13 183 POINTS

Abilities: Str 13 **Sta** - **Agi** 3 **Dex** 3 **Fgt** 6 **Int** 2 **Awe** 1 **Pre** 3

Powers: Android: Absent Stamina, Immunity 30 (Fortitude Effects), Protection 9, Impervious Toughness 3, **Density Control**: 20-point Array, **AE: Phasing:** Flight 5, Insubstantial 4 (Precise), Weaken Electronics 6 (Selective Reaction), **AE:** Enhanced Protection 4, Enhanced Impervious Toughness 17, Fighting -2, Agility -1 Linked to Immunity 10 (Movement Effects), Sustained, Side Effect (Immobile), **AE:** Enhanced Strength 4, Limited to Lifting, Fighting -2, Agility –1, **AE: Disruption:** Weaken Toughness 17, Affects Objects, **Solar Beams:** Ranged Damage 8, **Solar Regeneration:** Regeneration 5, reduced to 1 rank when not in sunlight

Advantages: Eidetic Memory

Skills: Persuasion 6 (+6), Technology 2 (+6)

Offense: Initiative +3, Disruption +6, Close, Weaken Toughness 17, Affects Objects, Solar Beams +4, Ranged, Damage 8 Unarmed 6, Close Damage 13

Defense: Dodge 6, Parry 6, Fortitude -, Will 8, Toughness 9

Totals: Abilities 42 + Powers 124 + Advantages 1 + Skills 6 + Defenses 10 = 183

Complications: Control Crystal: Built in by Ultron. Presence -5, Will -3 against Technology based Control Effects. The crystal has since been removed.

WASP

Socialite Jan Van Dyne least at the chance to become a superheroine when Hank Pym offered it. Pym implanted insect cells at her shoulder blades, enabling her to grow wings, and taught her how to use the Pym particles to shrink to insect size. When she, Hank (as Ant-Man), Thor, Iron Man, and the Hulk shared an adventure, Hank suggested that they remain together as a team, which Jan dubbed the Avengers.

In her persona as the **Wasp**, Jan has been in a member of the Avengers for long stretches at a time. The Wasp even served a lengthy term as the team's leader, through a long a difficult time, an experience that confirmed Jan's well-deserved place among the world's mightiest heroes. She briefly transformed into a truly insectlike woman, sprouting full butterfly wings even at a normal size, but has become human again.

Jan has ridden an emotional roller-coaster with Hank over the years. She loved Hank and finally married him, but his instability caused their marriage to dissolve. After much time, they have since remarried. **(Str4)**

WASP — PL10 146 POINTS

Abilities: Str -1 **Sta** 1 **Agi** 3 **Dex** 3 **Fgt** 3 **Int** 2 **Awe** 2 **Pre** 1

Powers: Energy Blast: Ranged Damage 9, **Flight** 5, **Wings,** Limited to while using Shrinking, **Shrinking:** Shrinking 20, Atomic, Continuous, Normal Strength

Advantages: Attractive, Benefit 2 (wealthy), Connected, Evasion, Move-By Action, Ranged Attack 3

Skills: Acrobatics 5 (+10), Expertise: Business 1 (+3), Perception 3 (+5), Persuasion 9 (+10), Ranged Combat: Energy Blasts 4 (+10), Technology 2 (+4), Vehicles 5 (+8)

Offense: Initiative +2, Energy Blast +10, Ranged, Damage 9, Unarmed 3, Close Damage 1

Defense: Dodge 4, Parry 4, Fortitude 2, Will 7, Toughness 1 (Dodge/Parry varies with Shrinking)

Totals: Abilities 28 + Powers 87 + Advantages 9 + Skills 14 + Defenses + 8 = 146

Complications: **Relationships:** Janet Van Dyne has a long-term on-again/off-again relationship with Dr. Henry Pym (Giant Man, Ant-Man, Yellowjacket). As the Wasp, she is also a founding member of the Avengers and has high-level contacts across the super-heroic community. **Shop-aholic:** Janet enjoys her accessories. **Socialite:** Janet is member of the wealthy jet set, a mogul in the fashion industry, and very interested in high society.

WONDER MAN

In jail on embezzlement charges, a young and inexperienced Simon Williams went along with the Enchantress when she paid his bail. She took him to South America, where Baron Heinrich Zemo used him as test subject for anionic ray. The ray gave Simon incredible super powers. Then Zemo gave him a costume and the improbable name of **Wonder Man**.

Only then did Baron Zemo reveal that Simon would die if he did not receive weekly treatments. Simon had to follow Zemo's orders to infiltrate and betray the Avengers. After gulling the heroes, Wonder Man turned on Zemo just as he was about to kill the helpless Avengers,

sacrificing his on life in the bargain. Simon Williams died a hero.

No one knew that the experiment had turned Simon into a superhuman being fed by ionic energy. No longer subject to the same causes of death as a normal person, he regained his senses and volition when his brother, the evil Grim Reaper, animated his form. Back from the dead, Wonder Man became an extraordinary Avenger.

He had his problems, sure – a checkered history, and recurring boats of cowardice. The Vision was based on his personality, and when the Vision loved the Scarlet Witch, Simon had a thing for her too. But as she was a married woman, Simon kept his feelings to himself. At one point, he even got into acting and stunt work.

Off and on, he worked with the West Coast Avengers, did acting and stunts, and joined the short-lived Force Works. There Wondy's career was even shorter-lived – he was blasted apart by a Kree ion cannon on the team's first mission. This was more than normal dead – this was obliterated dead.

Yet, after the Avengers' return from the Onslaught debacle, Simon showed up again. The Scarlet Witch's probability-altering powers returned Simon to life, as if he were a genie in a bottle. Unbeknownst to Wanda, Simon kept a watchful eye over her, before his condition stabilized and he returned to active duty on the team. **(Str88)**

WONDER MAN — PL12 175 POINTS

Abilities: Str 17 **Sta** 15 **Agi** 3 **Dex** 2 **Fgt** 5 **Int** 1 **Awe** 0 **Pre** 0

Powers: Flight 8 (500 mph), **Ionic Energy Body:** Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 16, **Super-Strength:** Enhanced Strength 4 (Lifting STR21; 50,000 tons), Limited to lifting

Advantages: All-out Attack, Diehard, Improved Hold, Power Attack

Skills: Close Combat: Unarmed 2 (+7), Expertise (Actor) 4 (+5), Intimidation 4 (+4), Perception 5 (+5), Ranged Combat: Throwing 4 (+7)

Offense: Initiative +3, Throw + 7, Ranged, Damage 17, Unarmed +7, Close Damage 17

Defense: Dodge 9, Parry 9, Fortitude 15, Will 6, Toughness 15

Totals: Abilities 106 + Powers 38 + Advantages 4 + Skills 11 + Defenses +16 = 175

Complications: **Fame:** Simon is a famous actor, and is likely to be recognized in public. **Phobia:** Simon has a death phobia, although his numerous deaths have alleviated this anxiety to some degree. **Relationships:** Wonder Man has had a number of flings with various superheroines and has a particular soft spot for the Scarlet Witch.

OTHER MEMBERS, FRIENDS & ALLIES

Ant-Man: Scott Lang is a former criminal who took over Henry Pym's identity of Ant-Man, utilizing Pym's equipment. He is a rough and tough, dependable member of the modern team.

Beast: The hairy animal-like mutant, Beast did a turn with the Avengers in-between X-Men teams, and he is considered classic alumni of both hero groups.

Black Panther: The king of the African nation Wallachia is an old time ally of Captain America, and another classic-era member, with enhanced human reflexes and animal-like senses, enhanced with advanced technology to simulate panther-like abilities.

Captain Mar-Vell: The Kree Soldier, Captain Mar-Vell was a champion for galactic justice, an unwavering ally of the Avengers, who saved the universe from the likes of Thanos on more than one occasion. Captain Mar-Vell earned acolytes from heroic figures across the universe, and even from enemies like Thanos, and entities like Death herself, upon the Kree soldier's untimely death from cancer.

Jarvis: The Avengers' loyal butler. Been there for years. Hell of a job.

Jocasta: Jocasta is a creation of the evil robot Ultron – a 'female' counterpart, who was endowed with the personality of the Wasp. She was a loyal member, who saved the team from her villainous creator, although she was eventually destroyed herself.

Quicksilver: The brother of the Scarlet Witch the mutant speedster bounced between the Avengers and the various X-Men teams.

Rick Jones: Rick Jones is the sidekick's sidekick. He was the kid in the jalopy who rode out onto the Gamma Bomb test site when Bruce Banner was transformed into the Hulk, and partnered with the green (or whatever) goliath ever since. He has filled Bucky's shoes Captain America's partner, shared Cosmic Power with Captain Mar-Vell and, in fact, it was the radio-signal from Rick's own Teen Brigade that first formed the Avengers. He's been a Hulk, an Abomination, a rock-star, and he's married to a Vegas showgirl, who he had to save from Death herself.

She-Hulk: The Hulk's sexy cousin has been a regular Avengers member for years, occasionally branching out on her own or with groups like the Fantastic Four.

Starfox: One of the Titanian Eternals, and brother of the villainous Thanos, Starfox – Eros – is a free-spirit, with emotion-manipulating powers that roams the galaxy looking for a good time. In crisis – like when his brother, Thanos, is out destroying the universe again – he is a reliable ally.

BANE

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL, BLACK OPS, REVOLUTIONARY
BASE: GOTHAM CITY, SANTA PRISCA
AFFILIATION: RA'S AL GHÜL, SUICIDE SQUAD
HEIGHT: 6' 8" **WEIGHT:** 350 (415) LBS
EYES: BROWN **HAIR:** BLACK

Bane's father, the mercenary called King Snake, worked for anti-Communist revolutionaries in the Caribbean Republic of Santa Prisca. King Snake was an unscrupulous British hired gun and occasional crime lord who viewed political conflict as a means to line his pockets. He fled Santa Prisca when his allies found themselves on the losing end of war, and left behind a pregnant girlfriend who gave birth to the child the world would come to know as Bane.

The Santa Priscan government decided that the child would serve for the crimes of the father and threw Bane in Pena Duro prison. The young Bane looked for opportunity rather than giving into despair. Devouring books, receiving an education from an imprisoned Jesuit priest, and honing his athletic skills, Bane gradually adapted to life in prison, although it often meant violent conflict.

Through his intelligence and physical prowess, Bane eventually came to rule the prisoners in Pena Duro. Fearing they no longer controlled him, the wardens selected Bane for experimentation, injecting him with a drug called Venom. The result of this experimentation was a radical physical transformation that bestowed Bane with incredible strength. Thus began Bane's lifelong need to keep a steady supply of the highly addictive drug in his bloodstream, lest he suffer intense and potentially fatal withdrawal.

Bane saw Batman's fearsome rule of Gotham City much the same way he Saw his own rule in prison. It was this perceived similarity that lead to his desire to study the Dark Knight firsthand. Bane escaped and traveled to Gotham City, where he quickly deduced that Bruce Wayne and Batman were one and the same. Deciding to weaken Batman before mounting his attack, Bane loosed a veritable army of inmates from Arkham Asylum, forcing the Dark Knight to systematically hunt down each criminal before facing Bane himself. Bane defeated an exhausted and worn down Batman, breaking his spine and leaving the Caped Crusader paralyzed. Bane threw Batman's body into the middle of a public street, and declared to the horrified crowd that he was the one who 'broke the Bat,' thus breaking Batman's grip of fear over Gotham's criminals.

Azrael (Jean-Paul Valley) took over the mantle of Batman while Bruce Wayne fought to recover, and eventually defeated Bane by severing the tubes that kept him fed with Venom. Bane suffered severe withdrawal and eventually kicked his Venom habit while incarcerated in Blackgate Prison. Upon his release, Bane fought alongside Batman to eliminate a Venom-like drug threat on the streets of Gotham and left the city with Batman's blessing so that Bane could find his father. He eventually found, battled and defeated King Snake. On his journey Bane met Talia al Ghūl and was introduced to her father, Rā's al Ghūl, who recognized Bane's superior intelligence and physical ability and decided to name him his heir.

This arrangement was short-lived as Bane did not share Ra's' view of mortals as pawns to be manipulated. Ra's disowned Bane as a result. Since then, Bane has skirted both sides of the law, using his intelligence and physical prowess as a tool for change—for good or ill.

Bane eventually joined the Suicide Squad, a band of criminals doing the U.S. government's dirty work in foreign countries. He helped engineer a democratic revolution in his native Santa Prisca, finally bringing an end to the corrupt government responsible for his imprisonment and addiction to Venom.

After Bane discovered the first democratic elections were rigged, he turned against the new government and led his supporters against them in a civil war, deciding the stronger faction should rule rather than a puppet regime.

(Str18/25)

BANE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7/5*	7/5*	7	7	12	8	6	8

POWERS

Venom: Enhanced Strength 2; Enhanced Stamina 2; Healing 6, Limited to Self; Protection 1; Activation (standard action, -2 points), Removable (-3 points) • *11 points*

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Defensive Roll 3, Eidetic Memory, Improved Critical (Unarmed), Improved Hold, Languages 4 (Latin, Persian, Spanish, Urdu, and four others), Leadership, Power Attack, Startle, Taunt

SKILLS

Acrobatics 6 (+13), Athletics 7 (+14/+12*), Close Combat: Unarmed 7 (+19), Deception 4 (+12), Expertise: Philosophy 2 (+10), Expertise: Sociology 2 (+10), Expertise: Theology 2 (+10), Insight 8 (+14), Intimidation 4 (+12), Perception 6 (+12), Persuasion 6 (+14)

OFFENSE

INITIATIVE +5

Unarmed +19	Close, Damage 5*, Crit. 19-20
Unarmed +19	Close, Damage 7, Crit. 19-20

DEFENSE

DODGE	15	**FORTITUDE**	13/11
PARRY	15	**TOUGHNESS**	11/8*/5**
WILL	10	*Without Venom **Without Defensive Roll or Venom.	

POWER POINTS

ABILITIES	104	**SKILLS**	28
POWERS	11	**DEFENSES**	26
ADVANTAGES	17	**TOTAL**	185

COMPLICATIONS

Venom Addiction: Although Bane has kicked the habit,Venom is highly addictive and he may go back to using the drug for its strength or healing effects as he has in the past. Withdrawal symptoms begin occurring 12 hours after the last use. Stats to the left of the slash (/) represent Bane's abilities while using Venom.

Enemy: Bane originally viewed Batman as an enemy, going so far as to render the Caped Crusader a paraplegic. He opposed Azrael, who took over as Batman following this event, and whose increasingly violent methods disgusted Bane. As a black ops agent first with the Suicide Squad and later the Secret Six, Bane comes into conflict with a number of adversaries.

PERSONALITY

Bane is incredibly intelligent and well-educated. He is also a master of reading people's emotions. In recent years he has become far less manipulative, earning his place as a respected leader among his current teammates in the Secret Six. He can be a sardonic conversationalist and acts as a Socratic teacher to his allies. Bane currently serves as the leader of the Secret Six, although it is a position he has grown into grudgingly. He has his teammates' respect, and they recognize his intelligence, empathy, and experience (and, perhaps just as important, his reluctance to assume the mantle) as the makings of a natural leader.

Bane is the Secret Six's current leader. His teammates include Deadshot, Catman, Scandal Savage, Ragdoll, and Jeannette. His past allies include his Suicide Squad teammates (Bronze Tiger, Deadshot, Mutliplex, Plastique, Count Vertigo, and Nightshade) and Ra's al Ghül, who once viewed Bane as his heir.

Although originally deadly enemies, Bane and Batman Now enjoy a relationship of professional respect. Bane has even assisted the Dark Knight on occasion, helping maintain order in Gotham as needed.

POWERS AND ABILITIES

Bane had genius-level intelligence and bodybuilder's strength even before the government of Santa Prisca imbued his body with the experimental steroid known as 'Venom'. He is a master fighter although he received no formal training. When using Venom, Bane's strength and pain threshold greatly increase. It also causes him to heal at a greater rate and become resistant to wounds that would otherwise incapacitate him.

Recently, Bane has sworn off using Venom except in the most dire of circumstances. If this is the case in your series, then Bane is PL12 and ignore the higher values (located to the far left) for his Strength, Stamina, Athletics, Fortitude, and Toughness. If he has no access to Venom at all, his total point value drops from 186 to 174.

BATGIRL

Barbara Gordon was enthralled by super heroes from an early age. After the accidental death of her parents, she was sent to live with her uncle, James Gordon (who later adopted her). Barbara, gifted with a photographic memory and a keen desire to learn about fighting crime, hid in her uncle's room one night when he held a meeting with the vigilante that was first becoming known as the Batman. Barbara, starstruck by the Dark Knight's presence, devoted herself to becoming a super hero like him.

Barbra – 'Babs' to her friends – pushed herself to excel physically, mastering the martial arts, and becoming an academic prodigy. Over time, she forgot about her dream of becoming a super hero and focused on her scholarly pursuits. She eventually earned a doctorate in library science and became the head reference librarian at Gotham City Public Library.

When her father invited her to a policeman's masquerade ball, Barbara designed a costume and devices based on Batman's, going to the party as **Batgirl** and surprising her father. When she got there, however, she discovered that the villain, 'Killer Moth' and his gang of thugs had already crashed the party and taken Bruce Wayne hostage. Not realizing that Wayne was actually the Batman, Batgirl intervened, "rescuing" Wayne.

Despite his initial disapproval, Batman eventually agreed to train her, and allowed her to fight alongside himself and Robin.

Barbara continued fighting crime as Batgirl for years, sometimes with Batman and Robin, others alongside other heroes such as Supergirl. Over time, she found the thrill of being Batgirl waning. She had all but given it up when the Joker arrived at her house one night. The madman shot her, paralyzing her from the waist down. Overcoming even this adversity, Barbara turned tragedy into triumph, becoming the heroine known as Oracle and leader of the Birds of Prey.

Recently, through unknown means, Barbara seems to have recovered from her paralysis, resuming her role as Batgirl. **(Str7)**

PERSONALITY

Barbara Gordon is ambitious, intelligent, and outgoing. Unlike Batman and Robin, her motivations for becoming a superhero have nothing to do with revenge and don't stem from personal tragedy, and so her style of crime-fighting is a bit more lighthearted than theirs.

Barbara is extremely loyal to her friends and to her family, particularly the Batman, Richard Grayson (Robin/Nightwing), and the other heroic individuals who have fought alongside them over the years, as well as her uncle and adopted father, Commissioner James Gordon.

POWERS AND ABILITIES

Batgirl has no superpowers, but she is a highly skilled acrobat and martial artist, and an expert in the use of-thrown weapons. She is also a skilled driver (especially on her motorcycle), incredibly talented with computers, and a superb detective with a highly analytical mind and a photographic memory.

While she was still palatalized from the waist down, Barbara operated as Oracle, becoming an invaluable behind the scenes asset with her computer skills. Even paralyzed, Barbara was still not physically helpless, retaining her fighting skills, complimented with escrima sticks, and she even continued to practices acrobatics.

REAL NAME: BARBARA 'BABS' GORDON
OCCUPATION: POLICE LIBRARIAN, CRIME FIGHTER
BASE: GOTHAM CITY
AFFILIATION: BAT FAMILY, JLA
HEIGHT: 5' 11"
WEIGHT: 126 LBS
EYES: GREEN
HAIR: RED

BATGIRL PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	4	5	9	4	4	3

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

WEAPONS: ARRAY • *12 POINTS*

Tear Gas Pellets: Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • 12 *points*
• **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
• **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
• **Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1 • *1 point*
• **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
• **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
• **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
• **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, STR 1, SPD 6, DEF 0, TOU, Navigation System

ADVANTAGES

Accurate Attack, Agile Feint, Beginner's Luck, Close Attack 2, Contacts, Defensive Attack, Defensive Roll 2, Eidetic Memory, Equipment 7, Evasion 2, Hide in Plain Sight, Improved Defense, Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Jack-of-all-trades, Ranged Attack 3, Redirect, Set-up, Well-informed

SKILLS

Acrobatics 8 (+12), Athletics 8 (+11), Close Combat: Unarmed 4 (+13), Deception 5 (+8), Expertise: Law Enforcement 6 (+10), Expertise: Research 10 (+14), Insight 5 (+9), Investigation 8 (+12), Perception 7 (+11), Persuasion 5 (+8), Ranged Combat: Batarang 5 (+10), Stealth 7 (+12), Technology 6 (+10), Vehicles 10 (+15)

OFFENSE

INITIATIVE +8

Batarang +13	Ranged Damage +4
Unarmed +15	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	4/2*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	66	**SKILLS**	47
POWERS	2	**DEFENSES**	25
ADVANTAGES	32	**TOTAL**	172

COMPLICATIONS

Enemies: As Batgirl, Barbara Gordon battles many of the villains that plague Gotham City, including the Joker, the Riddler and Clayface. She also combats the street-level thugs that infest Gotham City.
Family: Babs is dedicated to her father, Commissioner Jim Gordon, and also her extended family in the super-hero community, namely the Batman family and the Birds of Prey.
Phobia: After returning to active duty, Babs retained a lingering fear of the Joker, who shot and paralyzed her.
Secret Identity: Barbara Gordon

ORACLE

Barbara continued fighting crime as Batgirl for years, sometimes with Batman and Robin, others alongside other heroes such as Supergirl. Over time, she found the thrill of being Batgirl waning. She had all but given it up when the Joker arrived at her house one night. The madman shot her, paralyzing her from the waist down. Overcoming even this adversity, Barbara turned tragedy into triumph, becoming the heroine known as Oracle and leader of the Birds of Prey.
Recently, Barbara seems to have recovered from her paralysis, resuming her role as Batgirl

BATGIRL (CASSANDRA CAIN) PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	4	5	5	10	1	4	1

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Plasti-Cuffs: Feature 1 (Restraint) • *1 point*

WEAPONS: ARRAY – *12 POINTS*

Tear Gas Pellets: Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • 12 *points*
• **Batarangs:** Strength-based Ranged Damage 2 • *1 point*
• **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
• **Cutting Torch:** Damage 1 • *1 point*
• **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
• **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
• **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
• **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • *1 point*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, STR 1, SPD 6, DEF 0, TOU, Navigation System

ADVANTAGES

Agile Feint, Assessment, Benefit 1 (Cipher), Close Attack 3, Defensive Attack, Defensive Roll, Equipment 7, Grabbing Finesse, Great Endurance, Hide in Plain Sight, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Instant Up, Power Attack, Ranged Combat 3, Skill Mastery (Insight), Uncanny Dodge

SKILLS

Acrobatics 7 (+12), Athletics 7 (+9), Close Combat: Unarmed 5 (+15), Insight 8 (+12), Intimidation 4 (+5), Investigation 6 (+7), Perception 7 (+11), Ranged Combat: Batarang 5 (+10), Sleight of Hand 4 (+9), Stealth 7 (+12), Vehicles 4 (+9)

OFFENSE

INITIATIVE +7

Batarang +13	Ranged Damage +4
Unarmed +18	Close, Damage 2, Crit. 19-20

DEFENSE

DODGE	15	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	5/4*
WILL	10	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	94	**SKILLS**	24
POWERS	115	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	262

COMPLICATIONS

Enemies: The League of Assassins, for whom Cassandra worked for a time, is unhappy with her departure and may have plans to reclaim her. Deathstroke the Terminator and his daughter, Ravage are also old enemies of Batgirl.
Fear of Abandonment: Cassandra's brutal upbringing has left her with a serious fear of abandonment, and a vulnerability to mental manipulation.

CASSANDRA CAIN

Designed from conception to be an assassin without peer, **Cassandra Cain** fled from her father's tutelage after committing her first murder at age 8. She emerged in Gotham City and came to the attention of Batman and his allies, who eventually gained her trust and allowed her to become Batgirl.
Cassandra hung up her cape several times during her career, sometimes of her own accord, and others the result of outside manipulation. Following the apparent death of Bruce Wayne, she left Gotham City for parts unknown, warning her friend and successor Stephanie Brown not to follow her. **(Str7)**

PERSONALITY

Cassandra Cain is a very troubled young woman. While she works with Batman, Robin, Nightwing, and Oracle to overcome her violent childhood, social norms and customs still present an ongoing learning experience.

BATGIRL (STEPHANIE BROWN) PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
23	18	2	2	4	6	2	6

EQUIPMENT

Bo Staff: Strength-based Damage 2, Reach • *3 points*
Armored Costume: Protection 2 • *2 points*
Flashlight: Feature 1 (Illumination) • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Plasti-Cuffs: Feature 1 (Restraint) • *1 point*
Wireless Relay: Communication 3, Limited to Oracle • *6 points*

WEAPONS: ARRAY • *12 POINTS*

Tear Gas Pellets: Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • 12 *points*
***Batarangs:** Strength-based Ranged Damage 2 • *1 point*
***Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile) • *1 point*
***Cutting Torch:** Damage 1 • *1 point*
***Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
***Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
***Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
***Smoke Bombs:** Area Visual Concealment Attack 4 • *1 point*

ADVANTAGES

Agile Feint, Close Attack 5, Defensive Attack, Defensive Roll, Equipment 7, Grabbing Finesse, Hide in Plain Sight, Improved Initiative, Improved Trip, Move-by Action, Power Attack, Quick Draw, Set-up, Weapon Bind, Weapon Break

SKILLS

Acrobatics 8 (+12), Athletics 6 (+7), Deception 6 (+9), Insight 4 (+7), Intimidation 5 (+8), Investigation 7 (+8), Perception 5 (+8), Persuasion 6 (+9), Ranged Combat: Throwing 7 (+11), Sleight of Hand 6 (+10), Stealth 8 (+12), Treatment 4 (+5), Vehicles 4 (+8)

OFFENSE

INITIATIVE +7

Bo Staff +13	Close, Damage 3, Reach
Batarang +11	Ranged Damage +3
Unarmed +13	Close, Damage 1

DEFENSE

DODGE	11	**FORTITUDE**	8
PARRY	11	**TOUGHNESS**	5/4*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	63	**SKILLS**	31
POWERS	0	**DEFENSES**	27
ADVANTAGES	28	**TOTAL**	150

COMPLICATIONS

Enemies: Batgirl has faced the standard villains of Gotham, and was instrumental in stopping the Scarecrow's distribution of the drug Thrill. She has also battled Livewire and Mister Freeze.
Inexperienced: Stephanie is still finding her place as a member of the Batman family, and has not fully integrated herself with the team. Her on-again, off-again romance with Tim Drake is also a source of conflict.
Secret Identity: Stephanie Brown

STEPHANIE BROWN

Stephanie Brown is the daughter of Arthur Brown, the villain sometimes known as the Cluemaster. He was in and out of prison during his daughter's childhood, and when he was released, she took on the identity of Spoiler in order to stalk him and "spoil" his crimes. She retained this identity for a long while afterwards, teaming with Robin and Cassandra Cain to fight crime. After Cassandra left Gotham, Stephanie had to prove herself to the Batman family. After she defeated the Scarecrow (with Oracle's help), Barbara swore to watch out for her and assist her training. She also gave Stephanie a new Batgirl costume so she could officially take her place alongside Batman and Robin in Gotham City. **(Str6)**

PERSONALITY

Stephanie is still new to the life of a superhero, and her inexperience has been a stumbling block more than once. She has yet to develop the confidence of her older counterparts, and the skill to balance her life as Batgirl against her life as a college student. Stephanie is impulsive, somewhat stubborn, and talkative.

BATMAN

Young Bruce Wayne had it all: the only son of respected physician Thomas Wayne, and heir to the Wayne family fortune. But Gotham City is full of tragic stories, and young Bruce's is one of them. While on their way back from a family outing to see a movie, the Waynes took a shortcut through the seedy "Crime Alley." There, a petty thief named Joe Chill attempted to rob them. When Thomas Wayne protested, Chill murdered Bruce's parents before his eyes. Over his parents' graves, Bruce Wayne shouted an oath into a raging storm that he would avenge their deaths, becoming the scourge of all criminals.

Raised and cared for by the Wayne family's loyal butler, Alfred Pennyworth, Bruce became obsessed with his chosen mission. As a young man, he left Gotham and traveled the world, seeking out the best teachers in all the various disciplines he would need in his mission, from martial arts to criminology and escapology. By the time he returned home to Gotham, many years later, the young heir to the Wayne fortune and business empire was ready to begin.

Bruce was still left with a dilemma. He possessed considerable skills and resources, but lacked a final, vital, element in his war on crime. Gotham's criminals were not afraid of one man, no matter how capable. He was brooding on the matter one night in the study of Wayne Manor, when a bat flew into the window and startled him. It was then that Bruce realized the missing element was *fear*. "Criminals are a cowardly and superstitious lot," he reasoned, and so he adopted the costumed identity and cowl of the **Batman**. **(Str14)**

PERSONALITY

Batman is a man defined by the vow he made over his parents' graves to avenge their deaths. He is dedicated to his self-appointed mission to the point of obsession. Although he maintains the image of Bruce Wayne's lifestyle as a carefree, billionaire playboy to cover for his nocturnal activities, Batman's sole interest is in protecting Gotham City and the world. 'Grim' and 'intense' typically describe his all-business attitude when dealing with most people, although his true friends get an occasional glimpse at Batman's dry sense of humor and compassionate side.

POWERS AND ABILITIES

The Batman is the sole founding member of the Justice League who does not possess any metahuman powers, but his brilliant mind, unbreakable will, and talent for improvisation using the wide array of technology at his disposal makes him the equal of any hero, and widely respected (even feared) by his peers.

REAL NAME: BRUCE WAYNE
OCCUPATION: INDUSTRIALIST, CRIMEFIGHTER
BASE: GOTHAM CITY
AFFILIATION: JLA, OUTSIDERS
HEIGHT: 6' 2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK

BATMAN PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	7	14	8	7	7

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapple Gun: Movement 1 (Swinging) • *2 points*
Mini-Tracers: feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

UTILITY BELT: ARRAY • *12 POINTS*

- **Bolos:** Ranged Affliction 4 Extra Condition, Limited Degree (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *12 points*
- **Batarangs:** Strength-based Ranged Damage 2 • *1 point* *Cutting Torch: Damage 1 (heat) Linked to Weaken Object's Toughness 1 • *1 point*
- **Explosive Batarangs:** Ranged Burst Area Damage 4 • *1 point*
- **Flash Bombs:** Ranged Burst Area Affliction 4 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4 • 1 point
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *1 point*

HEADQUARTERS: THE BATCAVE • *20 POINTS*

Huge; Tou 10; Features: Communications, Computer, Concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Workshop

VEHICLES: ARRAY • *49 POINTS*

THE BATPLANE • *49 POINTS*

Equivalent to a fighter jet (see the Gadgets & Gear chapter) without machine guns (but with air-to-air missiles) and with the Remote Control feature

THE BATMOBILE • *1 POINT*

Huge, Str 8, Spd 6, Def –4, Tou 10, Alarm 3 (DC 30), Caltrops, Hidden Compartments, Navigation Systems 2 (+10 bonus), Oil slick, Remote Control; Impervious Toughness 8

THE BATBOAT • *1 POINT*

Equivalent to the Batmobile, but with water speed in place of ground speed and without the Caltrops or Oil Slick features

ADVANTAGES

Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 19, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Toots, Instant Up, Inventor, Jack-of–all-Trades, Languages 4, Move-by action, Power Attack, Precise Attack (ranged; Concealment), Quick Draw, Range Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Sill Master (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+15), Athletics 11 (+15), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15) Technology 8 (+15) Treatment 5 (+12) Vehicles 8 (+15)

OFFENSE

INITIATIVE +11

Batarang +14	Ranged Damage +6
Unarmed +20	Close Damage 4

DEFENSE

DODGE	14	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	8/4*
WILL	13	Without Defensive roll bonus	

POWER POINTS

ABILITIES	116	**SKILLS**	76
POWERS	0	**DEFENSES**	18
ADVANTAGES	72	**TOTAL**	282

COMPLICATIONS

Flashbacks: Batman is sometimes stunned by traumatic flashbacks to the night his parents were murdered, especially in connection to Crime Alley, where the killings took place.
Nemesis: The Joker
Obsession: Crime fighting
Relationships: For a loner, Batman has a number of important people in his life, including Nightwing, Robin, Oracle, Alfred Pennyworth (the faithful Wayne family butler) and Police Commissioner James Gordon.
Responsibility: Batman considers Gotham 'his' city and his responsibility
Secret Identity: Bruce Wayne.

DARK KNIGHT RETURNS

In a dark-and-gritty future, a conspiracy of villains corrupted and covertly took over the government from within, forcing powerful heroes to cooperate through blackmail. Many heroes not in thrall to the shadow government led by Luthor and Brainiac were imprisoned or forced into exile and retirement, including Batman. Eventually unable to continue denying his true self (Batman being his true personality, rather than Bruce Wayne), Batman aggressively returned to duty with considerable collateral damage. This decision led him into direct conflict with Superman, wherein Wayne faked his death and went underground to train an army to fight the shadow government. Freeing the other heroes, Batman moved against Luthor, eventually gaining Superman, Wonder Woman, and their daughter Lara as allies and ultimately overthrew Luthor's reign.

NOTE: The Dark Knight Returns is the quintessential Batman story, representing one of the most iconic portrayals of the Dark Knight, and is the template that the modern Batman (and the Dark Knight films) is based upon, even though it has been assigned its own separate continuity, separate from the mainstream DC Universe. **(Str13)**

DARK KNIGHT RETURNS PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	4	6	6	12	8	7	8

EQUIPMENT

Bat-Equipment: (Standard Bat-Equipment)
Dark Knight Armor: Protection 10, Impervious • *20 points*
Exoskeletal Enhancement: Enhanced Strength 10 • *40 points*

ADVANTAGES

Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 25, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Toots, Instant Up, Inventor, Jack-of-all-Trades, Languages 4, Move-by action, Power Attack, Precise Attack (ranged; Concealment), Quick Draw, Range Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Sill Master (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+14), Athletics 11 (+15), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15) Technology 8 (+15) Treatment 5 (+12) Vehicles 8 (+14)

OFFENSE

INITIATIVE +11

Batarang +13	Ranged Damage +6
Unarmed +20	Close, Damage 4

DEFENSE

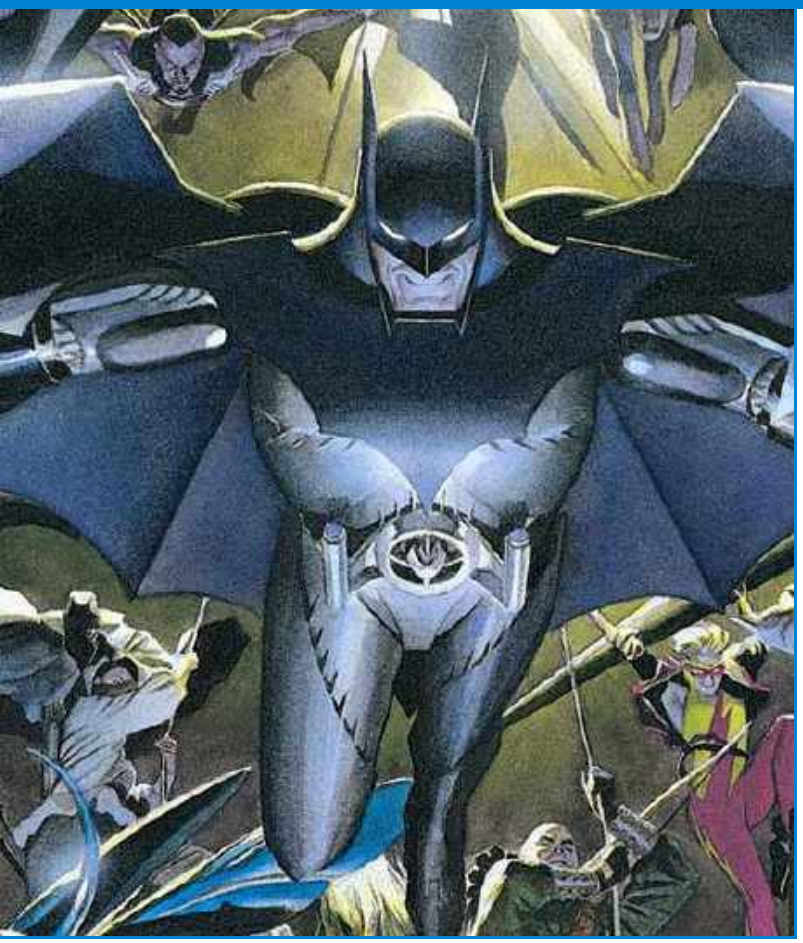
DODGE	12	**FORTITUDE**	9
PARRY	12	**TOUGHNESS**	7/4*
WILL	14	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	110	**SKILLS**	75
POWERS	0	**DEFENSES**	18
ADVANTAGES	78	**TOTAL**	283

COMPLICATIONS

Relationships: In the 'Dark Knight Returns', Bruce Wayne's only remaining contact is Alfred Pennyworth (the faithful Wayne family butler) and Police Commissioner James Gordon, although he recruits a young girl named Carrie Kelley as Robin. During his revolution, in the 'Dark Knight Strikes Again', he calls on old contacts with former members of the Justice League, eventually including Superman



KINGDOM COME

In another alternate future, when Superman went into retirement and seclusion, disheartened at the rise of a new generation of callous young metahumans who took neither their responsibilities nor human life seriously – and disturbed more over the publics seeming acceptance of their methods – Batman took control of his city. With his body damaged from years of crimefighting, requiring an exoskeleton to move around and powered battle armor to continue his crimefighting – and having his identity now exposed, so worrying less about keeping a low-profile – Batman instituted an army of bat-robots to police the city, reducing crime to a minimum.

When Superman emerged from hiding to finally address the problem of the metahumans, which was spiraling out of control, Batman refused to join him and his reorganized Justice League, instead working on his own against the simultaneous threat of Lex Luthor's own power bid. When the war between the new generation and old generation of metahumans erupted, threatening the safety of the very planet, Batman reconsidered, helping Superman save the planet from Armageddon. With the threat of the young metahumans naturalized, Batman joined Superman in the role of world leader, as well as becoming godfather to the child of Superman and Wonder Woman. **(Str10)**

KINGDOM COME PL12/PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	2	4	6	12	8	7	7

EQUIPMENT

Bat-Equipment: (Standard Bat-Equipment)
Dark Knight Armor: Protection 10, Impervious • *20 points*
Exoskeletal Enhancement: Enhanced Strength 10 • *40 points*

ADVANTAGES

Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 25, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Toots, Instant Up, Inventor, Jack-of-all-Trades, Languages 4, Move-by action, Power Attack, Precise Attack (ranged; Concealment), Quick Draw, Range Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Sill Master (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+12), Athletics 11 (+13), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15) Technology 8 (+15) Treatment 5 (+12) Vehicles 8 (+12)

OFFENSE

INITIATIVE +11

Missiles +11	Ranged Damage +12
Unarmed +18	Close, Damage 2/12

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	12	**TOUGHNESS**	6/3*/16/12**
WILL	13	*W/Defensive roll/**W/Armor	

POWER POINTS

ABILITIES	96	**SKILLS**	76
POWERS	0	**DEFENSES**	15
ADVANTAGES	77	**TOTAL**	264

COMPLICATIONS

Disability: (Needs harness to move around)
Public Identity: Bruce Wayne
Relationships: In the 'Kingdom Come' future Bruce Wayne has aligned the non-metahuman members of the former Justice League, as well as many of the rebellious new-generation heroes.

OWLMAN

On Anti-Earth, young Thomas Wayne, Jr. saw his mother, Martha, and his brother, Bruce, shot down by gunmen working for gangster "Boss" Gordon. The assassinations were a message to the boy's father, Thomas Wayne Sr., the honest but brutal police commissioner of Gotham City. Thomas Jr. vowed vengeance on his father for failing to protect the Wayne family against their enemies. He convinced Joe Chill, a notorious mob hit man, to take Thomas on as a sidekick, to learn the criminal trade. He grew up to become Gotham City's worst super-criminal. Despite his status as a CSA boss, Thomas Wayne, Jr.'s obsession with bringing down his father and the honest police officers of Gotham City remains.

Despite his lack of superpowers, **Owlman** earned a place as one of the Crime Syndicate's three core members. He developed a rivalry with Ultraman and began a romance with Superwoman, the unfaithful wife of Clark Kent. Though threatened with death by Ultraman, Thomas has information that would embarrass or destroy Ultraman's reputation. The evidence will be released on the internet should Owlman meet an untimely end. He has also taken contingency measures against his other teammates, such as lacing Johnny Quick's speed juice with a nano-machine virus that causes the speedster intense pain when activated by a handheld transmitter. **(Str14)**

OWLMAN PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	4	5	7	14	8	10	7

POWERS

Enhanced Intellect 2; **Enhanced Awareness** 4 • *12 points*
Glider Cape (Safe Fall, Removable (-1 point) • *1 point*
Armored Costume (Protection 4, Removable (-1 point) • 3 *points*
Goggles (Darkvision, Removable (-1 point)• *1 point*
Hand Claws (Strength-based Damage 4, Removable (-1 point) • *3 points*

EQUIPMENT

Flashlight: Feature 1 (Illumination) • *1 point*
Grapnel Gun: Movement 1 (Swinging • *2 points*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*

UTILITY BELT: ARRAY • 12 POINTS

- **Bolos:** Ranged Affliction 4 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized)
- **Crescent Blades:** Strength-based Ranged Damage 2
- **Cutting Torch:** Damage 1 Linked to Weaken Object's Toughness 1
- **Explosive Owl Boomerangs:** Ranged Burst Area Damage 4
- **Flash Bombs:** Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware)
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Fatigued, Exhausted, Asleep)
- **Smoke Bombs:** Cloud Area Visual Concealment Attack 4
- **Tear Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated)

HEADQUARTERS: THE OWL'S ROOST • 20 POINTS

Size: Huge **Tou** 10 **Features:** Communications, Computer, Concealed, Defense System, Dock, Garage, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Workshop.

VEHICLES: ARRAY • 49 POINTS
THE OWLPLANE • 49 POINTS

Equivalent to a fighter jet (see the Gadgets & Gear chapter) without machine guns (but with air-to-air missiles) and with the Remote Control feature

THE OWL-COUPE • 1 POINT

Huge, Str 8, Spd 6, Def –4, Tou 10, Alarm 3 (DC 30), Caltrops, Hidden Compartments, Navigation Systems 2 (+10 bonus), Oil slick, Remote Control; Impervious Toughness 8

THE OWL-CRUISER • 1 POINT

Equivalent to the Owlcoupe, but with water speed in place of ground speed and without the Caltrops or Oil Slick features

ADVANTAGES

Assessment, Benefit 5 (CSA member), Close Attack 2, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 2, Equipment 19, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Inventor, Jack-of-all-trades, Languages 4, Move-by Action, Power Attack, Precise Attack (Ranged; Concealment), Quick Draw, Ranged Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Skill Mastery (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 9 (+14), Athletics 10 (+14), Close Combat: Unarmed 4 (+18), Deception 8 (+15), Expertise: Criminology 13 (+21), Streetwise 14 (+22), Insight 10 (+19), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+22), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15), Technology 7 (+15), Treatment 5 (+12), Vehicles 8 (+15)

OFFENSE

INITIATIVE +11

Crescent Blade +14	Ranged Damage 6
Hand Claws +16	Close Damage 8
Unarmed +20	Close Damage 4

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	8/4*
WILL	13	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	106	**SKILLS**	78
POWERS	20	**DEFENSES**	15
ADVANTAGES	66	**TOTAL**	285

COMPLICATIONS

Flashbacks: Owlman is sometimes stunned by traumatic flashbacks to the night his mother and brother were murdered, especially in connection to Crime Alley, where the killings took place.
Nemesis: Police Commissioner Thomas Wayne, Sr.
Obsession: Bringing down his father and the honest police officers of Gotham City.
Power Loss: Owlman loses his enhanced mental abilities without access to his intellect-boosting drugs.
Relationships: Owlman has dysfunctional relationships that are nonetheless important to him, including a rivalry with Ultraman, an illicit romance with Superwoman, and a mentor relationship with his occasional sidekick, Mouser

SUPER-BAT

On more than one occasion, Batman has acquired the powers of Superman, which, combined with his own remarkable skills and abilities, makes the **'Super-Bat'** one of the most formidable characters possible. In most cases, Batman is reluctant to wield the super-human power of a Kryptonian, due to the temptation to rely upon the power, forsaking the discipline that has always given him his true edge. In other cases, the power has come at the cost of his mental edge, causing him to become a totalitarian enforcer, opposed by the rest of the Justice League (who he was able to walk through, by the way).
NOTE: In one alternate universe, Superman was adopted by the Waynes instead of the Kents, growing into a super-powered avenger calling himself Batman. **(Str125/375)**

SUPER-BAT PL20

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	15	7	7	14	8	7	7

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) •*30 points*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead' • *15 points*
Super-Speed: *Quickness 8 • 8 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons) • *4 points*

EQUIPMENT

Bat-Equipment: (Standard Bat-Equipment: see Primary Entry above; Doesn't use it much while in the possession of Kryptonian powers)

ADVANTAGES

Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 19, Evasion, Extraordinary Effort, Hide in Plain Sight, Improved Initiative, Improvised Toots, Instant Up, Inventor, Jack-of-all-Trades, Languages 4, Move-by action, Power Attack, Precise Attack (ranged; Concealment), Quick Draw, Range Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Sill Master (Investigation), Startle, Takedown, Trance, Tracking, Ultimate Effort (Toughness) Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+15), Athletics 11 (+31), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+22), Investigation 14 (+22), Perception 13 (+20), Persuasion 5 (+12), Stealth 13 (+20), Sleight of Hand 8 (+15) Technology 8 (+15) Treatment 5 (+12) Vehicles 8 (+15)

OFFENSE

INITIATIVE +18

Heat Vision +14	Ranged Damage +15
Unarmed +20	Close, Damage 19

DEFENSE

DODGE	17	**FORTITUDE**	16
PARRY	17	**TOUGHNESS**	23/19*
WILL	13	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	168	**SKILLS**	76
POWERS	120	**DEFENSES**	21
ADVANTAGES	74	**TOTAL**	469

COMPLICATIONS

Obsession: Batman's obsession with crimefighting became dangerous while he possessed Superman's powers.
Power Loss: Kryptonians powers fade under a red sun, like that of Krypton. Other effects draining or interfering with the energies of the yellow sun will also cause powers to fade.
Vulnerability: Kryptonians are vulnerable to magic as anyone and their Toughness is not Impervious against magical attacks.
Weakness: Kryptonite

SUN-DIPPED KRYPTONIANS

Kryptonians' powers come from their ability to absorb the energy of a yellow sun. By absorbing intense amounts of solar energy – such as they might receive by flying directly into the sun - Kryptonians can temporarily increase their powers – they have been known to move planets. As a power stunt, they can also 'push' his powers beyond their normal levels, without additional solar energy, although this is dangerous because, after this boost, they become weakened in all powers and abilities by an amount equal to the boost he received, leaving them vulnerable

VAMPIRE-BAT

In another alternate Earth, Batman came up against the Vampire Lord Dracula (See entry for: **Monsters: Dracula)**, and his plot to take over Gotham City with an army of the undead (See entry for: **Monsters: Vampires**). Batman stopped the invasion and killed Dracula, but was transformed into a vampire himself, cursed with a thirst for blood. Continuing his role as Gotham's protector – and now a genuine supernatural creature of the night – he must constantly fight his vampiric instincts, walking a fine line between avenging angel and creature of darkness. **(Str26)**

VAMPIRE-BAT PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	-	10	10	14	8	12	12

POWERS

Shape-Shifter: Shapeshift 3 (limited to bats, rats, wolves or mist form) • *24 points*
Undead: Immunity 30 (Disease, Poison), Insubstantial 2 (Gaseous), Protection 7 (limited to non-silver, non-blessed, or on magical weapons), Regeneration 5 (limited to when not staked or beheaded) • *52 points*
Vampire Bite: *Weaken Stamina (blood drain) 1 • 1 point*

ADVANTAGES

Animal Empathy, Assessment, Benefit 5 (billionaire), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Diehard, Equipment 19, Evasion, Fascinate, Hide in Plain Sight, Improved Initiative, Improvised Toots, Instant Up, Inventor, Jack-o-all-Trades, Languages 4, Move-by action, Power Attack, Precise Attack (ranged; Concealment), Quick Draw, Range Attack 7, Redirect, Seize Initiative, Set-up, Skill Mastery (Intimidation), Sill Master (Investigation), Startle, Takedown, Trance, Tracking, Uncanny Dodge, Well-informed

SKILLS

Acrobatics 8 (+18), Athletics 11 (+19), Deception 8 (+15), Expertise: Criminology 13 (+21), Expertise: Streetwise 13 (+21), Insight 10 (+17), Intimidation 15 (+27), Investigation 14 (+22), Perception 13 (+25), Persuasion 5 (+17), Stealth 13 (+23), Sleight of Hand 8 (+18) Technology 8 (+15) Treatment 5 (+12) Vehicles 8 (+18)

OFFENSE

INITIATIVE +11

Unarmed +20	Close, Damage 8

DEFENSE

DODGE	16	**FORTITUDE**	Immune
PARRY	16	**TOUGHNESS**	Immune
WILL	13	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	118	**SKILLS**	76
POWERS	77	**DEFENSES**	9
ADVANTAGES	72	**TOTAL**	352

COMPLICATIONS

Vampiric Weaknesses: Vampires are dependent on blood (-2 points), with a weakness to holy symbols (dazed 1 round by losing an opposed Presence check (-3 points), and a fatal vulnerability to sunlight (-8) (destroyed after 10 rounds.
Relationships: Even as Vampire-Bat, Bruce still has Alfred Pennyworth (the faithful Wayne family butler)

AZRAEL

John-Paul Valley was a talented man, a graduate student in the field of computer science, a natural detective, and trained by the Sacred Order of Saint Dumas to be their assassin and enforcer. Secretly subjected to a lifetime of physical and psychological conditioning known as “the System,” Valley suffered from a split personality as a result; one personality was Valley, the other **Azrael** - an avenging assassin for the Order of St. Dumas.
Batman managed to pull John-Paul back from the psychological edge, training him as a crimefighter instead of an assassin, and bringing him on board as one of the ‘Bat-Family’. Then, when Batman's back was broken, by the villain, Bane, John-Paul took over for Batman. The conflict between being Batman and his programming, however, proved to be too much and Azrael was shattered mentally, allowing a man to be killed during his activities as Batman. When the original Batman finally recovered from his injuries, he had to forcibly remove John-Paul from the role of Batman. Over time, he recovered, haunted by his past and unsure of himself. **(Str10)**

BATMAN (AZRAEL) PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	5	5	8	2	5	5

EQUIPMENT

Bat-Equipment: (Standard Bat-Equipment: see Primary Entry above)
Armor: Claws: Strength-based Damage 2, Flame Thrower: Ranged Damage 5, Protection 2 • *9 points*

ADVANTAGES

Close Attack 2, Defensive Attack, Defensive Roll 4, Equipment 21, Evasion, *Improved Initiative*, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Takedown

SKILLS

Acrobatics 5 (+10), Athletics 8 (+11), Close Combat: Unarmed 2 (+10), Insight 8 (+13), Intimidation 8 (+13), Investigation 8 (+10), Expertise: Current Events 7 (+9), Expertise: Streetwise 9 (+11), Ranged Combat: Bat-Shurikens 7 (+12), Treatment 3 (+5), Vehicles 4 (+9)

OFFENSE

INITIATIVE +12

Claws +12	Close Damage 5
Bat-Shurikens +12	Ranged Damage +2
Flame Thrower +12	Ranged Damage +5
Unarmed +12	Close, Damage 3

DEFENSE

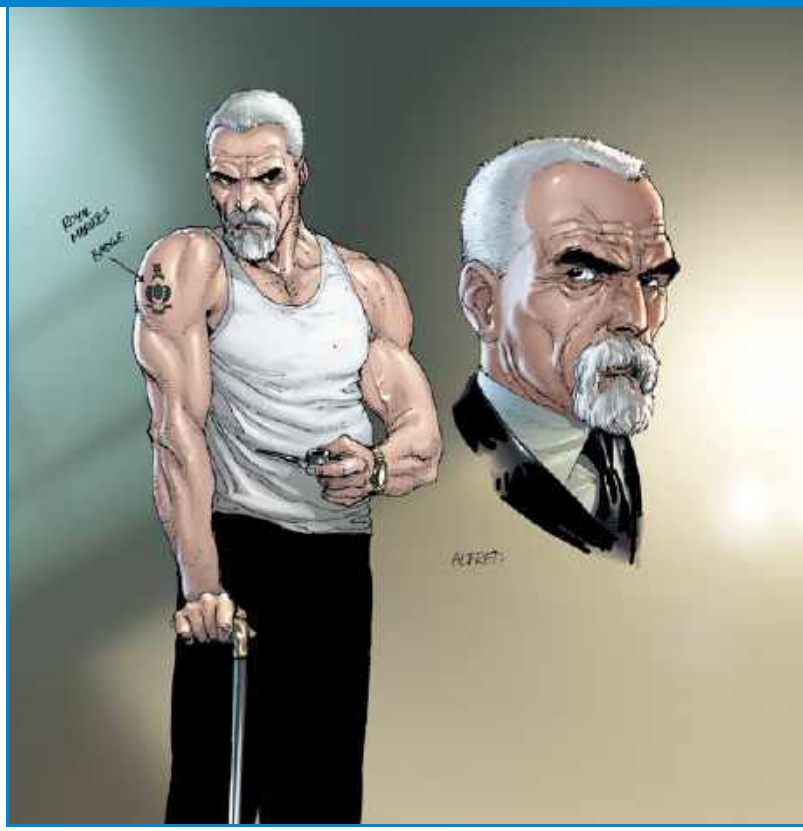
DODGE	11	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	7/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	72	**SKILLS**	35
POWERS	0	**DEFENSES**	17
ADVANTAGES	34	**TOTAL**	158

COMPLICATIONS

The System: As Azrael John-Paul Valley worked alongside Batman, Robin, and Batgirl. Valley was a talented grad student in computer science, a natural detective, and trained by the Sacred Order of Saint Dumas as an assassin. Secretly subjected to a lifetime of physical and psychological conditioning known as "the System," Valley suffered from a split personality; one personality was Valley, the other Azrael. When John-Paul temporarily took over the role of Batman, this caused him to become violent, and psychotic
Relationships: As Batman, John Paul had all of Bruce Wayne's contacts, although as his personality deteriorated, these fell by the wayside.
Secret Identity: John-Paul Valley



ALFRED PENNYWORTH

Bruce Wayne's closest confidant is **Alfred Thaddeus Crane Pennyworth**. Alfred is the Wayne family's faithful butler, who practically raised Bruce after his parents' deaths. Known simply as "Alfred" to his charges, he cares for Wayne Manor and Bruce Wayne's day-to-day affairs while also tending to the Batcave and Batman's equipment. Alfred led a colorful life prior to entering service with the Wayne family (to honor the wishes of his father, Jarvis) and his skills as an actor, cook, medic, and even tactician have been invaluable. Even more important are Alfred's dry wit and sincere care and compassion for his young charges, including "Master Bruce." **(Str5)**

ALFRED PENNYWORTH PL5 62 POINTS

Abilities: **Str** 0 **Sta** 1 **Agl** 0 **Dex** 1 **Fgt** 3 **Int** 3 **Awe** 3 **Pre** 2

Advantages: Connected, Improvised Tools, Languages 2

Skills: Close Combat: Unarmed 2 (+5), Deception 5 (+7), Expertise: Butler 6 (+9), Insight 6 (+8), Investigation 3 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Guns 4 (+5), Sleight of Hand 3 (+4), Stealth 4 (+4), Treatment 5 (+8)

Offense: Initiative +0, Shotgun +5 (Damage 5) Unarmed +5

Defense: Dodge 3, Parry 3, Fortitude 4, Toughness 1, Will 6

Totals: Abilities 26 + Advantages 4 + Skills 23 + Defenses 9 = 62

COMMISSIONER JAMES GORDON

Returning home to Gotham City after years of working for the Chicago Police Department, **James Gordon** found himself one of the only honest cops in town. He worked with the new masked vigilante, Batman, to root out corruption and injustice, even instituting the famous "batsignal" so the authorities could contact the caped crusader. As Police Commissioner, Gordon is one of Batman's most stalwart allies. He is also father to Barbara Gordon, also known as Batgirl and Oracle at different times. **(Str6)**

JAMES GORDON	P5 85 POINTS
Abilities: **Str** 1 **Sta** 1 **Agl** 0 **Dex** 1 **Fgt** 5 **Int** 3 **Awe** 4 **Pre** 3	
Equipment: Cell phone, handcuffs, light pistol (Ranged Damage 3)	
Advantages: Benefit 3 (Police Commissioner), Connected, Contacts, Defensive Roll 2, Equipment 2, Leadership, Ranged Attack 2	
Skills: Athletics 2 (+3), Deception 4 (+7), Expertise: Police Officer 8 (+11), Expertise: Politics 4 (+7), Insight 8 (+12), Intimidation 4 (+7), Investigation 8 (+11), Perception 6 (+10), Persuasion 4 (+7), Ranged Combat: Pistols 4 (+7)	
Offense: Initiative +0, Pistol +6 (Ranged, Damage 3), Unarmed 1	
Defense: Dodge 6, Parry 5, Fortitude 5, Tough3/1, Will 5	
Totals: Abilities 36 + Powers 0 + Advantages 12 + Skills 26 + Defenses 11 = 85	
Complications: Motivation—doing Good: Jim Gordon has always been one of Gotham's most honest and dedicated cops. **Relationship:** His daughter, Barbara. **Responsibility:** Commissioner Gordon feels a sense of responsibility to his officers, his department, and to Gotham City and its people.	

LUCIUS FOX

While Alfred is Batman's closest confidant, Lucius Fox is most assuredly Bruce Wayne's greatest ally. Lucius is the man who keeps Wayne Enterprises running, allowing Bruce the luxury of maintaining his billionaire-playboy fa-cade and time to operate as Batman. Lucius originally came onboard as CEO of Wayne Enterprises to help mend some of the damage caused by Bruce Wayne's neglect of the business (ostensibly due to his playboy lifestyle, actually due to his activities as Batman). Since then, Fox has refused various lucrative offers to work for other companies, given the consider-able freedom he enjoys in running Wayne Enterprises and the trust Bruce Wayne places in him. He remains business manager and CEO of the Wayne family of companies, as well as head of the Wayne Foundation charity he helped to create..

BAT-FAMILY

Batman has occasionally allowed others to join him in his mission, as long as they live up to the Dark Knight's strict standards of conduct and performance. Among those he has allowed to work in his city, are Black Canary, the Huntress, The Question, as well as a number of youngsters he has taken under his direct wing, including several youths operating as 'Robin', and a number of young women who have taken the identity of Batgirl – all who have undergone personal training by the Batman himself. Any adventurer who wishes to operate in Gotham understands that it is strictly with the Dark Knight's direct say-so.

BETA RAY BILL

Beta Ray Bill is a member of an extraterrestrial race of semi-humanoid beings which lived in a peaceful empire in a distance galaxy, known as the 'Burning Galaxy'. When the demon Surtur caused the core of the galaxy to explode in order to release the energy he needed to reforge his 'Sword of Doom', the galactic cataclysm destroyed most of the empire and the survivors fled in a fleet of ten thousand starships to find new homes in another galaxy.

Te leaders of the empire chose Beta Ray Bill as their champion. After a series of grueling athletic, psychological, and genetic tests, Beta Ray Bill was converted to a super-cyborg and given the sentient starship, Skuttlebutt.

Almost immediately after the fleet left the devastated empire, Bill discovered that it was being chased by a horde of Surtur's demons, coming from the galactic core. Beta Ray Bill and Skuttlebutt managed to hold of the demons, but they followed him and the fleet over intergalactic distance.

When the fleet entered the Milky Way galaxy and was detected by a SHIELD hyperspacial probe, SHIELD commander Nick Fury dispatched Thor to investigate. When Thor breached the hull of his ship, he and Beta Ray Bill fought and Thor was separated from his hammer. When Bill picked up the hammer himself, he proved worthy, and he was transformed into a giant with the powers of Thor.

Summoning them both back to Asgard, Odin decided that the possession of Mjolnir should be decided in combat – which Beta Ray Bill won. Bill, however, felt guilty about depriving Thor of the weapon he was meant to bear, so Odin fashioned another hammer of the same material, with the same enchantments as Mjolnir – 'Stormbreaker' – for Bill to call his own. Since then, Beta Ray Bill has fought side-by-side with Asgard versus Surtur and numerous other menaces.

Recently, ultimate tragedy struck when the World Devourer, Galactus, destroyed the planet upon which Bill's people had settled, leaving Bill, whose mission was to protect his people, without purpose. Galactus, however, out of respect, recreated a Korbanite female, giving Bill purpose once more**. (Str95/20)**

PERSONALITY

Beta Ray Bill is as strong, noble, and majestic as Thor. He believes the strong must protect the weak, honorably and faithfully. He is completely devoted to the protection of his people, and was devastated when they were destroyed by Galactus. He is willing to go to great lengths to accomplish his goals, and capable of enduring torments beyond measure. He holds a grudge against Galactus.

REAL NAME: BETA RAY BILL
OCCUPATION: WARRIOR
BASE: MOBILE **AFFILIATION:** ASGARD
HEIGHT: 6' 7" (6' 4") **WEIGHT:** 480 (230) LBS
EYES: WHITE, NO PUPIL **HAIR:** NONE

POWERS AND ABILITIES

Bill is a cyborg, and in his original form, was able to engage Thor in hand-to-hand combat. In his Thor form, Bill has the same powers as Thor himself, making him extremely long-lived (although not immortal like the Olympians), superhumanly strong, is immune to all diseases, and resistant to conventional injury. Bill also has an Asgardian metabolism which gives him far greater than human endurance at all physical activities. Beta Ray Bill is a highly skilled warrior, proficient in hand-to-hand combat, and hammer throwing. The Hammer Stormbreaker gives him the ability to summon and control storms, open dimensional apertures, and to fly.

BETA RAY BILL PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	16	4	4	12	3	4	3

POWERS

Immortality: Immunity 11 (Aging, Life Support), Impervious Toughness 10 • *21 points*
Stormbreaker: Array (*128* points), Easily Removable (-53 points), Feature 1 (Automatic Return after 1 round), Indestructible • *109 points*
• **Flight:** Flight 12 (8,000 MPH) • *1 point*
• **God of Thunder:** Environment 16 (Cold, Heat, Impede Movement, Visibility) • *128 points*
• **Hammer of Thor:** Strength-based Damage 2, Strength-based Ranged Damage 2, Improved Critical 2 • *3 points*
• **Lightning:** Ranged Damage 16 • *1 point*
• **Spinning Shield:** Impervious Toughness 16, Limited to while spinning hammer • *1 point*
• **Traverse Dimensions:** Movement 3 (Dimension Travel), Increased Mass 5 • *1 point*
Strength of Thor: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *4 points*

ADVANTAGES

Die Hard, Extraordinary Effort, Fearless, Great Endurance, *Improved Critical (Stormbreaker),* Power Attack, Range Attack 6, Seize Initiative, Takedown

SKILLS

Athletics 2 (+20), Expertise: Asgardian Lore 6 (+7), Expertise: Korbinite Lore 8 (+9), Intimidation 12 (+16), Perception 6 (+8), Ranged Combat: Stormbreaker 2 (+12), Ranged Combat: Lightning 2 (+12)

OFFENSE

INITIATIVE +3

Lightning +12	Ranged Damage 16
Stormbreaker +12	Close Damage 20 Crit. 18-20
Stormbreaker +12	Ranged Damage 20 Crit. 18-20
Unarmed +12	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	8		

POWER POINTS

ABILITIES	128	**SKILLS**	20
POWERS	134	**DEFENSES**	12
ADVANTAGES	12	**TOTAL**	306

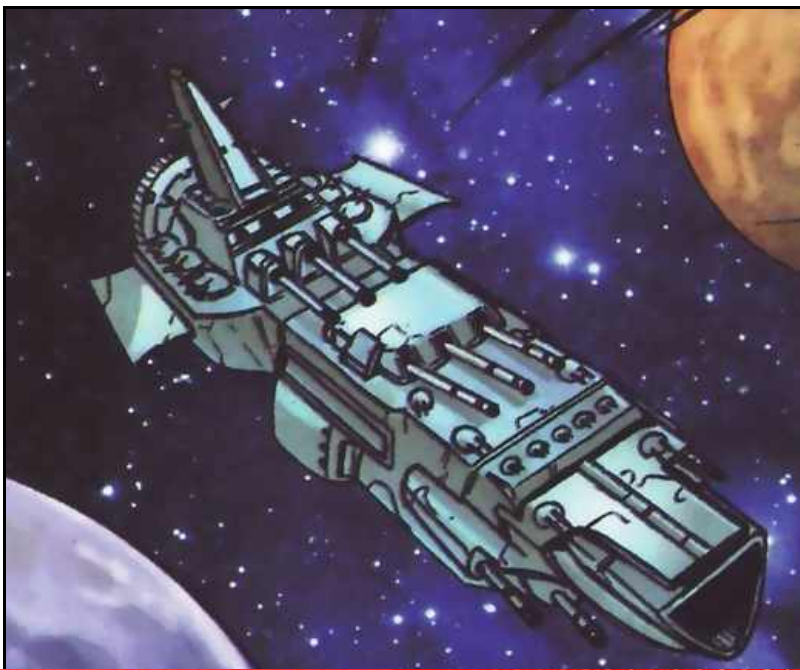
COMPLICATIONS

Enemy: Beta Ray Bill shares most of Thor's Rogue's Gallery. He bears a special hatred for Galactus who destroyed his home planet, although this has been mitigated somewhat by the Devourer's resurrection of Bill's sweetheart, Ti Asha Ra
Power Loss: Striking Stormbreaker against a hard surface, transforms Bill back and forth into his mortal/cybernetic form (STR 4, STA 4, AGL 4, DEX 4, FGT 4, INT 3, AWE 4, PRE 0)
Relationships: Ti Asha Ra, the only other known Korbinite. He is a trusted friend of Thor, Sif, and the gods of Asgard.
Responsibility: Bill's life duty was to defend the Korbinite race. After Galactus destroyed his planet, he was left aimless until the resurrection of Ti Asha Ra.

SKUTTLEBUTT

Beta Ray Bill has a sentient spaceship, Skuttlebutt. The ship is intelligent and friendly, with an apparently female personality. Skuttlebutt is also heavily armored and well-armed and is capable of faster than light speed in hyperspace. The ship also has self-repair facilities. Skuttlebutt is more than just a weapon or a transport, it/she is Beta Ray Bill's most trusted ally and confidant. Programmed to protect Korban life, Skuttlebutt's primary function is to protect Bill as one of the last remaining Korbanites. Skuttlebutt has the following stats:

SKUTTLEBUTT PL14 (SPACESHIP) • 96 POINTS
Size: Awesome **STR:** 20 **Speed** 14 (Flight) **DEF:** 2 **TOU:** 15
Features: Artificial Intelligence (Int 4, Awe 4, Pre 0, Energy Beams: Ranged Damage 16, Movement 3 (Space Travel 3), Navigation System, Regeneration 5, Remote Control



BEYONDER

The entity known as the **Beyonder** first encountered the Marvel Universe when the accident that gave the Molecule Man his powers opened up a portal into the 'Dimension of the Beyonders' – mysterious omnipotent beings from whose realm a Cosmic Cube draws its power (see **Beyonders** below). Having thought itself the only being in existence, the Beyonder began to study Earth's dimension, and in all these strange new beings, he saw one similar trait: desire.

To study desire more closely, the Beyonder used his infinite power to force a large number of heroes and villains to fight. Creating the makeshift planet of Battleworld, he sent the heroes and villains there, and told the two sides – who frankly never needed a reason to fight before – to 'slay your enemies, and all you desire shall be yours.' This began a long painful battle known as the Secret Wars. The heroes eventually prevailed (after Dr. Doom nearly destroyed them all by usurping the Beyonder's power), But the Beyonder was baffled by their desires – they wanted simple, kind things, often with no benefit to themselves. Further, they did not slay their enemies. The Beyonder granted their wishes, nonetheless, and sent them home, retiring to ponder what he'd learned.

Soon after, he returned to Earth in the guise of a human, wishing to learn all he could about humanity. Over the course of this journey, he attempted to become a hero, killed Death itself, founded a religion, and finally tried to become human – which led to his eventual downfall, as a strike force of metahumans attacked his transformation machine. Rather than die, the Beyonder's energy left the Marvel Universe, and went on to create a new reality. **(StrBY-1)**

PERSONALITY

The Beyonder was perpetually curious during his initial existence in this reality. Once he had a question, he would try anything from simply asking to destroying a galaxy to find an answer. Being new to life, he seemed unaware of the consequences of his actions and often when overboard in pursuit of answers.

POWERS AND ABILITIES

The Beyonder has the ability to restructure reality into whatever shape and nature it desires, apparently without limit. According to Reed Richards, the Beyonder's powers theoretically only had one weakness – by Richard's reasoning, if the Beyonder were to somehow create a paradox in time he would cause a chain reaction that would destroy the universe, with presumably himself included. This restriction was only a theory and was never tested.

Stories about the Beyonder's powers and origin have gone through many changes over the years, with some versions being far less powerful than the original concept (see **Most Powerful Being Ever To Exist** below), with powers similar to a Cosmic Cube – a 'minor-omnipotent'. At the other end, he is described a 'million times more powerful than the multiverse'. But even in an 'average' treatment, the Beyonder wields power such that only beings like the Living Tribunal, or the power of the Infinity Gauntlet, can contest it.

X-Level: The stat-box is the Beyonder as a playable **PL39**. His X-Level is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

REAL NAME: INAPPLICABLE
OCCUPATION: GOD OF HIS OWN UNIVERSE
BASE: BEYOND REALM **AFFILIATION:** BEYONDERS
HEIGHT: 6' 2"/VARIABLE **WEIGHT:** 240 LBS/VARIABLE
EYES: BLUE/VARIABLE **HAIR:** BLACK/VARIABLE

BEYONDER — PLX4/PL39

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
52	52	25	25	25	25	25	25

POWERS

I Am From Beyond: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude Effects), Impervious Toughness 52 • *438 points*

Omnipresence: Teleport 52 • *104 points*

Omniscience: Communication 52, Comprehend 52, Mind Reading 52, Senses 52 (Cosmic Awareness) • *468 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 27 (+52), Insight 27 (+52), Intimidation 27 (+52), Perception 27 (+52)

OFFENSE

INITIATIVE +7

Cosmic Energy +25	Ranged Damage 52
Unarmed +25	Close Damage 52

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	52
WILL	25		

POWER POINTS

ABILITIES	402	**SKILLS**	54
POWERS	1010	**DEFENSES**	0
ADVANTAGES	40	**TOTAL**	1506

COMPLICATIONS

Curiosity: The Beyonder is primarily motivated by the desire to understand other beings.

Dangerously Naive: The Beyonder is a 'child unit' and is completely naïve to the effects his actions might have on other beings, and will destroy entire civilizations, or even universes, at a whim.

Limitation: Reed Richards theorized the Beyonder's powers only had one weakness – he could not create a paradox in time or he would destroy the universe, himself included. Although this was only a theory, it is supported by the fact that adult Beyonders apparently could not manipulate time.

MOST POWERFUL BEING TO EVER EXIST

The original Beyonder was the most powerful being to ever exist in the Marvel Universe – vastly more powerful than Galactus, the Celestials, Death, Eternity, or even the Living Tribunal. He was described as the sum total of all energy in his reality. However, due to editorial shake-ups at Marvel, the Beyonder was later retconned into a partial Cosmic Cube, and most of his big feats were explained away as illusion – all of which had the unfortunate side-effect of throwing a number of kinks into a Cosmic Hierarchy that was, at the time, only beginning to be clearly established.

Subsequent treatments of the Beyonder were wildly inconsistent, alleging kinship with the race of Inhumans, as well as varied power-levels – at one point, he was defeated by Kubik, who pointedly described himself as less powerful than a Celestial – yet he was able to kill Death and faced off both Eternity and the Living Tribunal at once.

Recent stories began a trend back to the original concept – first suggesting that taking mortal form had reduced the Beyonder's powers (see **Kosmos** below) , and then that the death of the mortal form would again release the full power of the Beyonder into the universe. This actually occurred during the Annihilation Wave Crisis, although there has been no evidence of the Beyonder's presence in the time since.

The character finally arrived full circle, revealed as a child member of the race of Beyonders themselves – a newborn, unaware of its own nature (explaining its curiosity and sense of autonomy) – and considering the adult Beyonders' plans for the multiverse, this could also account for the 'child unit's absence in recent years.

While this final retcon does not restore the Beyonder to 'a million times more powerful than the multiverse', as described in early stories, the collective might of the race of Beyonders together has shown sufficient power to slay the Living Tribunal and defeat the Infinity Gauntlet, although they presumably are less powerful than 'The One Above All' (See entry for: **Living Tribunal: The One Above All**)

KOSMOS

The limitless might of the Beyonder created problems within the 616 realities, and a number of strictures imposed to narrow the scope of the Beyonder's power. Assuming not just physical, but mortal form, severely curtailed the Beyonder's power – down to Class 1000 (30 ranks) - although he/it didn't realize it at the time - and eventually allowed his defeat at the hands of Kubik. Cube beings, like Kubik, of far less raw power than the Beyonder, are created with built-in, self-imposed restrictions that the Beyonder lacked, and a large part of Kubik's 'education' of the Beyonder in its **'Kosmos'** incarnation, was to employ these sanctions, psychologically establishing limits on its power.

The Kosmos personality eventually began to break down, threatening to release the full power of the Beyonder back upon the universe, and as a last-ditch defense-mechanism, it transformed itself once again into mortal form, trapping the Beyonder's vast power in manageable form, where it was imprisoned in the high-security cosmic prison known as the Kyln.

The 'Maker's' mortal mind, already unstable, was eventually rendered brain-dead by Thanos of Titan, effectively turning the Maker's body into a prison for the Beyonder's near-limitless power. **(Str60)**

X-Level: Kosmos is PLX2 (20x2=40)

SUPREME BEING

While there was an attempt to retroactively explain away many of the Beyonder's feats as illusion, with the various editorial retoolings of the character – the battle with the Celestials apparently never happened, and the Beyonder was soundly defeated at the hands of Kubik – who pointedly declared himself less powerful than the Celestials – there still remain a number of high-end power indicators placing the Beyonder above beings such as Death, and capable of challenging the Eternity and the Living Tribunal together. In the Thanos series, this inconsistency is explained as being a result of the Beyonder assuming physical form, severely dampening its power – imprisoning the Beyonder's true power into the finite, mortal form of Kosmos (referred to as 'The Maker').

In this female, Kosmos form, the Beyonder was tutored by the evolved Cosmic Cube Being, Kubik, apparently for the purpose of instilling the 'psychological restrictions' inherent in Cube Beings – a tutorage that apparently failed as Kosmos eventually went insane and was imprisoned at the Kyln. Recently, however, the mortal form of Kosmos/The Maker was killed in the Annihilation Wave – presumably releasing the full power of the Beyonder back upon the universe.

KOSMOS PLX2/PL21 912 POINTS

A: Str 14 **Sta** 16 **Agi** 12 **Dex** 12 **Fgt** 12 **Int** 23 **Awe** 23 **Pre** 25

Powers: I Am From Beyond:: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude) Impervious Toughness 30, **Omnipresence:** Teleport 30, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 30, Senses 30 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 18 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 7 (+30), Insight 7 (+30), Intimidation 7 (+30), Perception 7 (+30)

Offense: Initiative 12 Cosmic Energy +12 (Ranged Damage 30), Unarmed +12 (Close Damage 14)

Defense Dodge 12, Parry 12, Fortitude Immune, Toughness 16, Will 23

Talents: Abilities 270 + Powers 600 + Advantages 28 + Skills 14 + Defenses 0 = 912

Complications: Insanity: In its Maker incarnation, the Beyonder is insane, prone to confused rages; Limitation: While in the mortal form of Kosmos, the Beyonder's power is severely curtailed – still an X character, but not nearly as powerful as its original incarnation (see' A Mortal Prison for Omnipotence')

BEYONDERS

Although they were long known only from seemingly isolated experiments across the dimensional barriers – including the creation of Cosmic Cubes, the true **Beyonders** were finally revealed as a race of omnipotent aliens, involved in a long-term plan destroy the entire multiverse itself. The 'accident' that created the Molecule Man (and attracted the attention of the original 'child' Beyonder), was actually a plot to turn him into a cosmic bomb that would simultaneously destroy every reality in the multiverse.

Dr Doom, however, discovered the scheme and began killing Molecule Men across the multiverse, detonating the 'bomb' and destroying these universes before the Beyonders could, 'defusing the primer'. Unfortunately, the surviving universes began to collapse into each other, and the multiverse began to break apart.

Taking more direct methods, the Beyonders attacked and killed the Celestials of each universe at once, before turning their attention to each reality's abstracts, killing Eternity, Infinity, Master Order, Lord Chaos and the In-Betweener. And upon the death of all the abstracts across all the realities, the multiverse itself, in the form of the Living Tribunal, attacked the Beyonders. The entire race of Beyonders, three per universe, engaged the Tribunal and killed it in each and every reality.

The Beyonders, however, were themselves slain by Dr Doom, who used an army of exploding Molecule Men against them, stealing their power himself, launching into the reality-altering events of the Secret Wars, that restructured Marvel reality forever. **(StrBY-1)**

X-Level: The Beyonders are **PLX4 (20x4=80)**

BEYONDERS — PLX4/PL39

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
53	53	25	25	25	25	25	25

POWERS

Omnipresence: Teleport 53 • *106 points*

Omniscience: Communication 53, Comprehend 53, Mind Reading 53, Senses 53 (Cosmic Awareness) • *477 points*

We Are From Beyond: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude Effects), Impervious Toughness 53 • *446 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 28 (+53), Insight 28 (+53), Intimidation 28 (+53), Perception 28 (+53)

OFFENSE

INITIATIVE +25

Cosmic Energy +25	Ranged Damage 53
Unarmed +25	Close Damage 53

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	53
WILL	25		

POWER POINTS

ABILITIES	406	**SKILLS**	56
POWERS	1874	**DEFENSES**	0
ADVANTAGES	40	**TOTAL**	2176

COMPLICATIONS

Collective Might: Acting collectively, the Beyonders' Variable Power is 55 (PL40), and gain the Multi-Attack Extra.

Limitation: Beyonders apparently cannot manipulate time.

MOLECULE MAN — PLX2/PL17 369 POINTS

Abilities: Str -1 **Sta** 1 **Agi** 0 **Dex** 0 **Fgt** -3 **Int** 2 **Awe** 12 **Pre** 3

Powers: Molecular Control: Affliction 28 (Disrupt molecules, Limited to non-living material while mental blocks are in place), Flight 5 (60 mph), Morph 20, Move Object 28 (Molecules Limited to non-living material while mental blocks are in place), Regeneration 28, Transform (anything into anything); Diehard, Power Attack; Expertise: Chemistry 2 (+4), Intimidation 10 (+7), Perception 7 (+19), Ranged Attack (Molecular Control) 6 (+6); Initiative +0, Molecular Control +6, Ranged Affliction 28; Dodge 3, Parry 3, Fortitude 20, Will 3, Toughness 1

BIG BARDA

Big Barda was born two hundred and fifty years ago on the planet Apokolips. As a young girl, she was selected and groomed as a warrior and soldier for Darkseid's army. Sent to Granny Goodness' Home for Orphaned Youth, Barda was trained in the ways of warfare and personal combat.

Barda's impressive and devastating flair for combat caught the attention of Granny Goodness herself, who decided that Barda should lead the Female Furies: Darkseid's personal honor guard.

Big Barda first met Scott Free, the son of Highfather of New Genesis and also a student in one of Granny Goodness' schools, while performing her duties as a Female Fury. Barda discovered that Scott was working with rebels against Darkseid and fell in love with him. When Darkseid punished the rebels, Scott decided to escape Apokolips. Barda risked everything to ensure his success, but at the last minute chose not to follow him to Earth.

Eventually, Barda turned her back on Granny Goodness and the Furies and went to Earth to be with Scott, now an escape artist named Mister Miracle.

Barda tried desperately to fit in on Earth. Her naïveté about the ways and customs of Earth life didn't stop her from relishing her role as wife and homemaker. She traveled with Scott on his tour of the world as a daredevil, and even served stints in both the Justice League and the Birds of Prey. She amply demonstrated her abilities as a front-line combatant, and trained both super heroes and ordinary citizens in the art of self-defense and combat. **(Str70)**

REAL NAME: THUNDRA
OCCUPATION: WARRIOR
BASE: MOBILE **AFFILIATION:** UNITED SISTERHOOD
HEIGHT: 7' 2" **WEIGHT:** 350 LBS
EYES: GREEN **HAIR:** RED

PERSONALITY

Big Barda was born, raised, and trained an Apokalyptian warrior. Originally handpicked for Darkseid's shock troops, Barda knows that helping those in need, rather than squashing them by force, is much more fulfilling. Loyal to her friends, she will drop everything to come to their aid.

POWERS AND ABILITIES

Big Barda is a master of most forms of combat, one of the strongest women known, and virtually indestructible. As a New God, she stopped aging before her thirtieth year. Barda is able to summon Aero Discs, which allow her to fly. In battle, she wears Apokoliptian armor that amplifies her strength, making her nearly invulnerable. She wields the Mega Rod, a device that gives her awesome abilities, like powerful concussive blasts, gravity manipulation, and teleportation. Big Barda also carries a 'Mother Box', a sentient supercomputer capable of miraculous feats

BIG BARDA PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	15	8	8	11	2	4	6

POWERS

Aero Disks: Flight 6 (120 MPH), Platform, Removable (-1 point) • *5 points*
Apokoliptian Armor: Enhanced Strength 5, Enhanced Stamina 5, Removable (-4 points) • *16 points*
Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 8 • *19 points*
Mega Rod: Array (20 points), Easily Removable (-10 points)
• **Concussive Blast:** Ranged Damage 10 • *20 points*
• **Flight:** Flight 5 (60 MPH) • *1 point*
-**Mega Mace:** Penetrating 10 on Strength damage • *1 point*
• **Teleport:** Teleportation 5 (900 feet) • *1 point*
• **Transwarp Drive:** Movement 3 (Space Travel) • *1 point*
Mother Box: Feature 2 (Intelligence); Healing 8; Movement 3 (Space Travel); Removable (-5 points) • *20 points*
Strength of Apokolips: Enhanced Strength 4, Limited to Lifting (lifting Str 19; 12,000 tons) • *4 points*

ADVANTAGES

Accurate Attack, All-out Attack, Assessment, Great Endurance, Improved Initiative, Interpose, Leadership

SKILLS

Athletics 4 (+19), Expertise: Tactics 5 (+7), Insight 2 (+6), Intimidation 4 (+10), Perception 4 (+8), Ranged Combat: Mega Rod 3 (+11)

OFFENSE

INITIATIVE +12

Mega Rod +11	Close, Damage 15, Penetrating 10
Mega Rod +11	Ranged Damage 10
Unarmed +11	Close Damage 15

DEFENSE

DODGE	10	**FORTITUDE**	11
PARRY	11	**TOUGHNESS**	15
WILL	9		

POWER POINTS

ABILITIES	118	**SKILLS**	11
POWERS	77	**DEFENSES**	6
ADVANTAGES	7	**TOTAL**	219

COMPLICATIONS

Allies: Barda is married to Scott Free, the hero known as Mister Miracle. She has joined the New Gods of New Genesis and fights on their behalf against Darkseid. She is also a loyal member of the Justice League of America who works with some of Earth's greatest heroes.
Enemies: When she left Apokolips, Big Barda was marked a traitor by Granny Goodness, the Female Furies, and even Darkseid himself **Love:** Big Barda's love for Scott Free means she will always be more concerned with his safety than her own.

WHO ARE THE NEW GODS?

Big Barda is the first of a number of characters to be identified as being a member of the New Gods. The New Gods hail from the planets New Genesis and Apokolips. They are opposites in every way; where New Genesis is covered in rolling green hills and pristine natural vistas, Apokolips is covered in fiery ruins and harsh slums that few survive.

BIZARRO

Bizarro #1 was created by the Joker while he possessed the near-omnipotent abilities of Mister Mxyzptlk. Even after Mxyzptlk reclaimed his power and reversed most of what the Joker had done, he allowed Bizarro to remain.
Superman feels responsible for the childlike Bizarro, and tries to help him adjust to a life he barely comprehends. The results have been mixed, to say the least. In his brief existence, Bizarro has tried to aid others in his own inimitable style, but has also committed horrific crimes. The most notorious of his deeds was inadvertently beating the original Human Bomb to death, distracted by the fireworks caused by his blows.
Whatever his deeds, Bizarro is just as much sinned against as sinning. The Secret Society manipulated him into his most heinous acts, and Lex Luthor held him prisoner for an extended period of time. General Zod did likewise, and brutally tortured Bizarro simply because he reminded Zod of Superman.
Bizarro finally found purpose when he developed the ability to create others just like himself, and he set about populating the cube-shaped world he dubbed Bizarro World. With some coaching from the Man of Steel, Bizarro has become his world's greatest champion, and settled into a very happy, very odd marriage with Bizarro Lois Lane. **(Str100/350)**

PERSONALITY

Bizarro's childlike mentality leaves him vulnerable to manipulation by less scrupulous individuals. He is easily confused, and his responses are unpredictable. He may be a tremendous threat one day, and an unexpected blessing the next.

POWERS AND ABILITIES

Bizarro duplicates Superman's tremendous strength, speed, resistance to harm, sensory capabilities, and ability to fly. His arctic vision and flame breath are the reverse of the Man of Steel's powers.

LEXCORP CLONE

The LexCorp Bizarro-clone was yet another scheme by Lex Luthor to discredit or destroy Superman. The imperfect duplicate was created by bonding a fragment of Superman's DNA to an unstable bio-matrix. The bio-matrix was supposed to compensate for the difference between human and Kryptonian DNA but, although the clone appeared perfect at first, it quickly deteriorated as the bio-matrix rejected the Kryptonian DNA. The clone's cells begin to crystallize, giving it a white chalky appearance.
Before the duplicate could be destroyed, it escaped into the streets of Metropolis, causing destruction until finally engaged and destroyed by Superman. Further, Bizarro clones have been created by Luthor, none noticeably better than the original version, but he and other villains have been known to take advantage of their dull wits and high power-levels for use as minions. **(Str100/300)**

REAL NAME: BIZARRO #1
OCCUPATION: SUPERHERO/VILLAIN – HARD TO TELL, ACTUALLY
BASE: BIZARRO WORLD **AFFILIATION:** NONE
HEIGHT: 6' 3" **WEIGHT:** 225 LBS
EYES: YELLOW **HAIR:** BLACK

BIZARRO #1 — PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	14	2	2	8	-2	-2	1

POWERS

Arctic Vision: Ranged Damage 15 (cold) • *30 points*
Falling: Array *(30 points)*
• **Down, Down, and Here!:** Flight 15 (64,000 MPH) • *30 points*
• **Earth Flight:** Movement 1 (Space Travel) • *1 point*
• **Slower than Speeding Bullet!:** 15, Speed 15 (64,000 MPH) • *1 point*
Flame Breath: Cone Area Damage 12 (fire) • *24 points*
Super-Senselessness: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment (only lead)) • *13 points*
Super-Slow: Quickness 8 • *8 points*
Super-Weakness: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*
Vulnerability: Protection 4; Impervious Toughness 18; Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *27 points*

ADVANTAGES

Power Attack, Ultimate Effort (Toughness checks)

SKILLS

Close Combat: Unarmed 3 (+11), Expertise: Bizarro World 15 (+13), Ranged Combat: Arctic Vision 8 (+10)

OFFENSE

INITIATIVE +2

Arctic Vision +10	Ranged Damage +15
Unarmed +11	Close Damage 19

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	18
WILL	9		

POWER POINTS

ABILITIES	84	**SKILLS**	13
POWERS	138	**DEFENSES**	22
ADVANTAGES	2	**TOTAL**	259

COMPLICATIONS

Acceptance: Everything he does, no matter how inexplicable, stems from a heartfelt desire to find his place in the (Bizarro) world
Quirk: As best he can, he strives to uphold the Bizarro Code: "Us do opposite of all Earthly things! Us hate *beauty*! Us love *ugliness*! Is big crime to make anything perfect on Bizarro World!"
Weakness: Blue kryptonite weakens Bizarro in the same manner the green variety hurts Superman.
Relationship: Despite their fittingly odd marriage, Bizarro Lois Lane is the most important person in his life.

LEXCORP CLONE — PL15 228 POINTS

Abilities: Str 19 **Sta** 14 **Agi** 2 **Dex** 2 **Fgt** 8 **Int** -2 **Awe** -2 **Pre** 1

Powers: Flight: Array - Flight 15 (64,000 MPH) 'Quickness 15, Speed 15 (64,000 MPH); **Heat Vision:** Ranged Damage 15 (heat); **Invulnerability:** Protection 3, Impervious Toughness 18; Immunity 10 (Life Support); **Super-Senses:** Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment [except lead'; **Super-Speed:** Quickness 8,**Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons)

Advantages: Power Attack, Ultimate Effort (Toughness checks)

Skills: Close Combat: Unarmed 3 (+11), Ranged Combat: Heat Vision 8 (+10)

Offense: Initiative +2, Heat Vision +10, Ranged Damage +15, Unarmed +11 (Damage 19)

Defense: Dodge 10, Parry 10, Fortitude 15, Toughness 17, Will 4

Totals: Abilities 84 + Powers 119 + Advantages 2 + Skills 6 + Defenses 17 = 228

Complications: Enemy: Superman; **Imperfect Clone:** a curious aspect of the Bizarro clones, is that the longer they are allowed to remain on their own, the more developed their personalities become modeled after Superman. For this reason, Bizarro clones tend to seek out Lois Lane and protect her from any peril, real or perceived, including the real Superman.

BLACK ADAM

In the ancient Middle Eastern nation of Kahndaq, around the 13th century B.C.E., the hero known as the Champion chose Teth-Adam as his successor. By speaking the magic word “Shazam” he was transformed into the 'Mighty Adam', with powers granted by the gods: Shu (stamina), Heru (speed), Amon (strength), Zehuti (wisdom), Aton (power), and Mehen (courage).

For several hundred years, the Mighty Adam used his powers as a force for good, eventually serving as champion to the Pharaoh Ramses II and the Egyptian prince Khufu.

However, when the villain Ahk-ton, a servant of Vandal Savage, conquered Adam’s homeland of Kahndaq and murdered the hero’s wife and children, he went mad and killed his foe. He then swore to reclaim Kahndaq by any means necessary. Upon learning of this, the Champion—now known as the wizard Shazam—stripped Adam of his powers, placing them in a mystic scarab. Restored to his true, mortal age, the former hero was turned into a mummified cadaver, whereupon Shazam had both the scarab and the body of “Khem-Adam” (**Black Adam**) entombed.

Thousands of years later, Theo Adam, assistant in an archeological dig led by C.C. and Marilyn Batson, discovered the tomb of Khem-Adam. Overcome with desire for the ancient scarab, Theo Adam murdered the Batsons and stole it.

The wizard Shazam recruited the Batsons’ orphaned son Billy as his new Champion, Captain Marvel. Upon seeing Captain Marvel’s costume and resemblance to C.C. Batson, Theo Adam realized he was a reincarnation of Teth-Adam. Holding the scarab and speaking the name “SHAZAM”, he was transformed...into Black Adam! **(Str100)**

PERSONALITY

Black Adam is defined by power and tragedy. Chosen as a champion, he proved unable to save those he loved. He is a believer in harsh justice and the idea that might makes right. His arrogance makes him unable to acknowledge his mistakes, and his temper makes him vengeful and quick to anger.

Black Adam is devoted to those he considers his friends and family, and they are the only ones who can sometimes cool his fury.

POWERS AND ABILITIES

Black Adam is among the world’s mightiest mortals, possessed of powers bestowed by the ancient gods. He is tremendously strong, virtually invulnerable, and inhumanly fast, in addition to being a skilled warrior with centuries of experience.

REAL NAME: TETH ADAM
OCCUPATION: CONQUEROR, CHAMPION
BASE: KHANDAQ **AFFILIATION:** JSA, SECRET SOCIETY
HEIGHT: 6’ 3” **WEIGHT:** 198 LBS
EYES: BROWN **HAIR:** BLACK

BLACK ADAM PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	16	2	2	10	1	10	3

POWERS

Courage of Mehen: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*
Speed of Heru: Array *(30 points)*- Flight 15 (64,000 MPH) • *30 points*
• Dimensional Travel 1 (Rock of Eternity) • *1 point*
• Quickness 15, Speed 15 (64,000 MPH) • *1 point*
Stamina of Sue: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*
Strength of Amon: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*
Wisdom of Zehuti: Enhanced Awareness, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Improved Initiative, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 3 (+13), Expertise: Tactics 9 (+10), Intimidation 8 (+11), Perception 2 (+12)

OFFENSE

INITIATIVE +6

Unarmed +13	Close Damage 19

DEFENSE

DODGE	11	**FORTITUDE**	16
PARRY	11	**TOUGHNESS**	18
WILL	16		

POWER POINTS

ABILITIES	126	**SKILLS**	12
POWERS	99	**DEFENSES**	11
ADVANTAGES	3	**TOTAL**	161

COMPLICATIONS

Enemies: Black Adam is the traditional enemy of Captain Marvel and the Marvel Family, although since his Teth Adam personality has supplanted Theo Adam, he is on tentative good terms with the Marvels, although his ruthless methods still sometimes put them at odds.
Power Loss: Black Adam loses his powers and reverts to his mortal form when he speaks the magic work 'Shazam'
Relationship: His wife, Isis (Adrianna Tomaz)
Temper: Black Adam is infamous for his towering rages

VILLAIN OR ANTI-HERO?

Initially an enemy of Captain Marvel and the Marvel Family, Black Adam has attempted to reform and reclaim his role as a hero, blaming much of his behavior following his rebirth on the criminal influence of Theo Adam. He worked with the Justice Society of America for a time, but his antiquated and often brutal ideas about justice created friction with other members of the team. Black Adam eventually split from the JSA, taking several younger heroes under his guidance to administer their own form of justice. This included overthrowing the military dictatorship ruling Adam's ancient homeland of Kahndaq and liberating its people.
While the Marvel Family are Black Adam's greatest rivals, other enemies are political: foes concerned by his intention to impose his old school brand of order and justice on the world. They range from superheroes (notably the JSA) to the governments of China and Bialya (responsible for the creation of the Horsemen of Apokolips).

ISIS

Adrianna Tomaz was brought to Kahndaq and given as a gift to Black Adam, then ruler of the country. Tomaz impressed Adam with her fearlessness, and her bold ideas on how improve the welfare of Kahndaq's people became a calming influence on his angry spirit. When Black Adam realized he had fallen in love with the mortal woman, he gave her the amulet of the goddess Isis and proposed to make her both his equal as a superhuman and his wife. Not long after they were married and Adrianna was transformed into Isis, Black Adam shared his power with her brother Amon, turning him into Osiris and completing the Black Marvel Family. Unfortunately, the Family's marital bliss was short-lived. When Osiris dropped his defenses for a moment, he was killed and devoured by Famine, one of the Four Horsemen of Apokolips. When she and Black Adam struck back at the Horsemen, Isis was infected with diseases by Pestilence and died. While Black Adam made repeated attempts to resurrect Isis, her body and spirit were abducted by the sorcerer Felix Faust, who returned Isis to life and manipulated her to his own ends until he was finally discovered by Black Adam. Husband and wife exacted vengeance upon Faust, and then were reunited.

More violent and vengeful after her return, Isis urged Black Adam to lash out at those she felt had wronged them and the Earth, starting with Captain Marvel. When the Justice Society came to help Captain Marvel, the ensuing battle at the Rock of Eternity ended with Isis returned to the form of Adrianna Tomaz and petrified, a stone statue once again waiting her return to power. **(Str80)**

PERSONALITY

Isis believes her powers are a gift from the gods that must be used to make the world a better place. Despite—and perhaps because of—the suffering in her past, she believes she is here to make the world better, but she now believes the world would be better off without humans and the evil in their hearts

POWERS AND ABILITIES

Isis has superhuman strength, speed, endurance, and wisdom similar to that of her husband Black Adam. In addition, she has a connection to the natural world that allows her to command the elements.

ISIS PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	13	3	3	6	13	13	15

POWERS

Elemental Control: Array (20 points), Dynamic
- **Freezing Cold:** Environment 10 (Cold, Extreme) • *21 points*
- **Extreme Heat:** Environment 10 (Heat, Extreme) • *2 points*
- **Hindered Movement:** Environment 10 (Impede Movement, -2 per rank) • *2 points*
- **Decreased Visibility:** Environment 10 (Visibility, -8,000 miles) • *2 points*

Superhuman Speed: Array (26 points)
- Flight 13 (16,000 MPH) • *26 points*
- Quickness 13, Speed 13 (16,000 MPH) • *1 point*

Superhuman Durability: Impervious Toughness 13 • *13 points*
Superhuman Wisdom: Enhanced Awareness 5, Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades • *14 points*
Super Senses: Senses 5 (Extended Vision, Penetrating Concealment) • *5 points*
Telekinesis: Move Object 16 • *32 points*
Healing Touch: Healing 10 • *20 points*

ADVANTAGES

Agile Feint, *Assessment,* Attractive, *Beginner's Luck, Eidetic Memory,* Improved Initiative, Inspire, *Jack-of-all-trades,* Move-by Action, Power Attack

SKILLS

Acrobatics 4 (+7), Athletics 5 (+21), Close Combat: Unarmed 4 (+10), Intimidation 5 (+10), Perception 5 (+13), Persuasion 5 (+10)

OFFENSE

INITIATIVE +3

Unarmed +10 Close Damage 19

DEFENSE

DODGE	13	**FORTITUDE**	13
PARRY	13	**TOUGHNESS**	13
WILL	13		

POWER POINTS

ABILITIES	100	**SKILLS**	14
POWERS	138	**DEFENSES**	22
ADVANTAGES	6	**TOTAL**	280

COMPLICATIONS

Compassion: Isis is driven by compassion for the entire world. She feels the pain that surrounds her, and is driven to use her powers to heal that pain...even if that means removing the humans who are causing the pain of the world itself

Power Loss: Isis reverts to her mortal form of Adrianna Tomaz when she says "Oh Mighty Isis!"

Heart of the Family: Isis is the guiding spirit of the Black Marvel gamily, and her strong influence has driven them toward both righteousness and tragedy.

Enemies: Isis has sworn she will have her vengeance on the Four Horsemen of Apokolips, who nearly destroyed her, and on the Marvel Family for not helping Black Adam restore her.

Enslaved by Intergang at a young age, Amon Tomaz struggled to survive, suffering beatings, and, lost the use of his legs. His sister, Adrianna, now Isis, and Black Adam rescued him. When Isis failed to heal the damage to Amon's legs, Adam granted him a portion of his power. Calling himself Osiris, Amon vowed to help his sister make the world a better place. He joined the Teen Titans with his friend, Sobek, a genetically engineered crocodile. When the Persuader grievously injured Isis during a fight with the Suicide Squad, Osiris misjudged his own strength and accidentally killed the Persuader.

Consumed by guilt, Osiris begged to be stripped of his powers, and Sobek convinced him to speak the magic words to transform himself back into a normal man. The moment Amon was vulnerable, Sobek revealed himself to be Famine, a Horseman of Apokolips, and killed him.

Resurrected as a Black Lantern, Osiris resisted the influence of the ring—the only Black Lantern to do so—and with the Black Lanterns' defeat, Osiris returned to life. He then gathered Isis and Black Adam's petrified remains and disappeared. **(Str82)**

OSIRIS PL13 193 POINTS

Abilities: Str 16 **Sta** 13 **Agi** 2 **Dex** 2 **Fgt** 6 **Int** 1 **Awe** 9 **re** 2

Powers: Courage of Mehen (Enhanced Will 3, Impervious Will 8); **Swiftness of Heru (**Array (26 points), **Flight 13**(16,000 MPH), **AE: Dimensional Travel 1** (Rock of Eternity), **AE: Quickness 13**, **Speed 13** (16,000 MPH)); **Stamina of Shu** (Protection 2, Impervious Toughness 15, Immunity 10 (Life Support)); **Strength of Amon** (Enhanced Strength 2, Limited to Lifting (Lifting Strength 18; 6,000 tons)); **Wisdom of Zehuti** Enhanced Awareness 5, Enhanced Advantages 4(Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades)

Advantages: *Assessment, Beginner's Luck, Eidetic Memory,* Improved Initiative*, Jack-of-all-trades,* Move-by Action, Power Attack

Skills: Athletics 5 (+21), Close Combat: Unarmed 4 (+10), Perception 5 (+14)

Offense: Initiative +6, Unarmed +10 (Damage 16)

Defense: Dodge 11, Parry 11, Fortitude 13, Toughness 15, Will 12

Totals: Abilities 92 + Powers 82 + Advantages 3 + Skills 7 + Defenses 14 = 198

Complications: Disability: Osiris cannot walk in his mortal form. **Guilt:** Osiris is overcome by the guilt of accidentally killing the Persuader. **Power Loss:** Osiris loses his powers and reverts to his mortal form when he speaks Black Adam's name. **Relationship:** Osiris is very close to his sister, Isis, and his brother-in-law, Black Adam.

BLACK CANARY

Dinah Laurel Lance is the daughter of Gotham City police officer Larry Lance and Dinah Drake Lance, the first **Black Canary** and a member of the Justice Society of America. Raised around her mother's former Justice Society of America colleagues, the younger Dinah wished to follow in her footsteps and become a crime fighter, even though her mother forbade it, believing the life of a costumed vigilante too dangerous.

Her daughter, however:possessed an added edge – a metagene-provided ultrasonic scream she dubbed her "canary cry."

Dinah sought out training with a number of experienced heroes, including her mother's old teammate Wildcat, who taught her hand-to-hand combat. She adopted the identity of the Black Canary, operating in Gotham City while maintaining a civilian identity working in her mother's florist shop.

Black Canary was an early member of the Justice League of America, where she first met Green Arrow (Oliver Queen). Although she initially disliked Queen, they eventually became romantically involved. After leaving the JLA, they moved to Seattle, where Dinah opened a shop called "Sherwood Florist" on the ground floor of the building where the couple lived. Their relationship eventually soured due to Queen's history of womanizing.

During a failed drug bust, Dinah was tortured, resulting in the loss of her canary cry. She regained her power from exposure to one of Ra's al Ghül's Lazarus Pits. Renewed, she worked with Oracle to recruit an entire team of Gotham-based female operatives known as the Birds of Prey.

Following Green Arrow's return from death, he and Black Canary cautiously renewed their relationship, and she rejoined the Justice League of America, serving for a time as the team's chairwoman due to the tactical and leadership skills she developed with the Birds of Prey.

Black Canary is a force to be reckoned with as an opponent, or as an ally. She is fiercely devoted to the people and causes she cares about, particularly her extended family, but she also likes a good fight simply for its own sake. Although willing to help others, she is independently-minded and has a difficult time accepting help herself. Sometimes her competitive streak gets the better of her, but she is an excellent strategic and tactical thinker.

After Green Arrow's apparent death, Black Canary was adrift and began working with the mysterious Oracle. The job gave her new direction and her growing friendship with Oracle offered her support. It was some time before Black Canary learned her partner was actually Barbara Gordon, the first Batgirl, crippled by the Joker, but still fighting the good fight using her technological skills - one area where Dinah does *not* excel. **(Str7)**

PERSONALITY

Black Canary is a force to be reckoned with as an opponent, or as an ally. She is fiercely devoted to the people and causes she cares about, particularly her extended family, but she also likes a good fight simply for its own sake. Although willing to help others, she is independently-minded and has a difficult time accepting help herself. Sometimes her competitive streak gets the better of her, but she is an excellent strategic and tactical thinker.

REAL NAME: DINAH LAUREL LANCE
OCCUPATION: ADVENTURER **BASE:** GOTHAM CITY
AFFILIATION: BIRDS OF PREY, JUSTICE LEAGUE
HEIGHT: 5' 4" **WEIGHT:** 124 LBS
EYES: BLUE **HAIR:** BLACK (DYED BLONDE)

BLACK CANARY PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	5	3	11	2	2	2

POWERS

Canary Cry: Array • *30 points*

- Burst Area Affliction 10 (Hearing Impaired, Hearing Disabled, Hearing Debilitated), Concentration • *30 points*
- Cone Area Damage 4, concentration Linked to Cone Area Affliction 4 (Hearing Impaired, Hearing Disabled, Hearing Debilitated, Concentration • *1 point*
- Burst Area Affliction 10 (Dazed, Stunned, Incapacitated), Concentration • *1 point*
- Burst Area Damage 10, Concentration • *1 point*
- Cone Area Damage 10, Concentration • *1 point*

EQUIPMENT

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, **STR** 1 **SPD** 6, **DEF** 0, **TOU** 8

ADVANTAGES

Agile Feint, All-out Attack, Defensive Attack, Defensive Roll 3, Distract (Intimidation), Equipment 2, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Hold, Improve Trip, Leadership, Move-by Action, Power Attack, Precise Attack (Close; Concealment), Ranged Attack 3, Redirect, Seize Initiative, Takedown Weapon bond

SKILLS

Acrobatics 6 (+11), Athletics 8 (+10), Close Combat: Unarmed 5 (+16), Deception 6 (+9), Insight 5 (+8), Intimidation 6 (+9), Investigation 6 (+8), Perception 8 (+11), Persuasion 4 (+7), Stealth 7 (+12), Treatment 3 (+5), Vehicles 8 (+11)

OFFENSE

INITIATIVE +9

Canary Cry	Area, Affliction 10 or Damage 10
Unarmed +16	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	11
PARRY	14	**TOUGHNESS**	6/3*
WILL	11	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	64	**SKILLS**	28
POWERS	34	**DEFENSES**	24
ADVANTAGES	28	**TOTAL**	186

COMPLICATIONS

Computer Illiterate: Dina does not work well with computers, and they don't much like her, either

Relationship: Married to Green Arrow

POWERS AND ABILITIES

Black Canary has the power to emit an ultrasonic scream — her "canary cry"—capable of shattering steel and rendering even superhuman opponents unconscious. She can maintain the effect of her canary cry by continuing to scream, like a singer holding a high note. She prefers not to use her canary cry against human-level opponents, reserving it for foes too tough or dangerous to take on in hand-to-hand combat. Injuries to her throat or effect rendering her mute leave her unable to use her Canary Cry. Black Canary is among the very best unarmed fighters in the world. She is also a capable covert operative (having worked as one for some time with Oracle), a skilled detective, a brilliant tactician, and charismatic leader. One of Dinah's only blind spots is her dislike of technological gadgets, particularly computers. She doesn't trust them, and the feeling is apparently mutual. GM's should feel free to have any technology Black Canary relies on break down or fail at the most inopportune times.

BLACK CAT

The daughter of an infamous cat-burglar, Felicia Hardy set out to continue the family business, training her strength, agility and durability to Olympic levels. She studied martial arts, receiving black belts in both karate and judo. And she mastered burglary skills like lock picking and safe-cracking.

The **Black Cat** fooled opponents into believing she caused them bad luck. In reality, she prepared the scenes of her crimes so accidents would happen to those who came after her. She convinced Spider-Man of her ability, and they actually ended up joining forces – fighting crime together and even falling in love. Unfortunately, when he revealed his secret identity to her she was shocked and disappointed at the mundane Peter Parker.

Complicating matters, when he realized that Felicia had no super-powers, he felt that fighting crime was too dangerous for her. After an encounter with criminals where Felicia was injured, Spider-Man tried to end their partnership, while attempting to preserve their romantic relationship.

Angry and hurt, Felicia set out to gain super-powers of her own. She unknowingly went to work for the Kingpin, and in return, his scientists activated her latent genetic abilities, giving her the bad luck power she previously pretended to have. Unfortunately, this was an ambient ability of which she had no control, and after realizing her powers would bring bad luck to Spider-Man, possibly getting him killed, she planned to end their affair to save his life. But to add insult to injury, Spider-Man broke up with her first, because of her lack of morality and her disdain for his life as Peter Parker.

The Black Cat has remained a background figure in Spider-Man's life – clashing more than once with his current wife, Mary Jane – and although she has failed to rekindle their romance, she has remained a staunch ally of the web-slinger and has since remained on the right side of the law, mostly leaving her criminal past behind her. **(Str6)**

PERSONALITY

The Black Cat is clever, independent and confident. She is loyal to her friends and lovers, and can be quite fierce in their defense. She is an adrenaline junkie and loves the life of a costumed adventurer, whether as a their or a hero – something that caused problems in her relationship with Spider-Man when she found herself bored and disappointed by the web-slingers mild-mannered alter-ego, Peter Parker.

Although flirtatious, fickle, and vain, and despite having been on the wrong side of the law more than once, Felicia knows the difference between right and wrong and does what's right when it really counts.

POWERS AND ABILITIES

The Black Cat briefly possessed genuine 'bad-luck' powers that affected everyone around her, friend or foe, and these abilities resurface from time to tome. During most of her career, however, she simply simulated these abilities with careful staging.

Felicia is also an Olympic-class athlete and gymnast. She is extremely agile, moving with the grace and stealth of her namesake. She is a proficient hand-to-hand combatant.

REAL NAME: FELICIA HARDY
OCCUPATION: CAT BURGLAR, ADVENTURER
BASE: NEW YORK CITY **AFFILIATION:** NONE
HEIGHT: 5' 10" **WEIGHT:** 120 LBS
EYES: GREEN **HAIR:** PLATINUM BLOND

BLACK CAT PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	3	5	5	5	1	1	2

POWERS

Bad Luck Charm: Luck Control 1 (Limited to bad luck for those around her, Involuntary) • *3 points*
Senses 1 (Low-Light Vision, Scent) • *1 point*

EQUIPMENT

Cat's Claws: Strength-based Damage 2 • *2 points*
Climbing Gear: Movement 1 (Wall-crawling) • *2 points*

ADVANTAGES

Attractive, Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 1, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Move-by Attack, Precise Attack (Close, Cover), Seize Initiative, Skill Mastery (Sleight of Hand), Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+13), Athletics 8 (+9), Deception 8 (+9), Close Combat: Unarmed 3 (+10), Expertise: Burglar 8 (+11), Insight 6 (+7), Intimidation 4 (+6), Investigation 5 (+6), Perception 8 (+9), Persuasion 10 (+12), Stealth 6 (+11), Sleight of Hand 6 (+11), Technology 4 (+5), Vehicles 4 (+9)

OFFENSE

INITIATIVE +8

Bad Luck	Ranged, Varies
Claws +10	Close, Damage 3
Unarmed +10	Close, Damage 1

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/3*
WILL	5	*Without Defensive Roll	

POWER POINTS

ABILITIES	46	**SKILLS**	44
POWERS	4	**DEFENSES**	24
ADVANTAGES	21	**TOTAL**	139

COMPLICATIONS

Phobia: Perhaps paradoxically with her chosen profession as 'cat-burglar' (or vigilante, depending on her current mood), Felicia has a phobic-fear of being locked-up or caged, and will take seemingly irrational measures to free herself if imprisoned.
Trill Seeker: Felicia lives for the wild life
Relationship: Felicia has strong feelings for Spider-Man (although she was disappointed by his mundane Peter Parker identity). She also has had a relationship with Flash Thompson, and is on guarded good terms with Peter Parker's wife, Mary Jane.
Power Loss: The Black Cat's 'bad luck' powers have come and gone. During times when she actually possessed no powers, she would use equipment and booby traps to emulate this power. The power itself is a mixed blessing, however, as it also tends to affect people around her, bringing misfortune to friends and loved ones.

GOOD GIRL/BAD GIRL

The Black Cat was one of the first 'not-quite-evil-and-besides-she's-really-hot' villainesses who begin to migrate towards the good side – usually with the first motivation being attraction to a hero – in this case Spider-Man. These born-again heroines tend to hover right on the edge of the dark side, usually with their hero of choice ever-present to nudge them back towards the light (other examples include the X-Men's Emma Frost, Daredevil's resurrected assassin girlfriend, Elektra, and of course Catwoman). Often, these dalliances with the good side are temporary, particularly if the relationship with the hero gets rocky – or in the case of Felicia, her hero actually has an iconic steady who re-enters the picture, and leaves her minus her primary support – increasing her temptation to return to the dark side.

BLACK PANTHER

T'Challa is the son of T'Chaka, king of the African nation of Wakanda. When his father was slain by Ulysses Klaw, a lawless American ivory hunter who sought to possess Wakanda's Vibranium mine, the young T'Challa swore vengeance. The young boy succeeded in Thwarting Klaw's raid. He was then sent off to be educated at the finest schools in Europe and America. T'Challa returned to his homeland, bearing a degree in Physics, to assume the mantle of leadership. He was given two tests: to triumph against six of Wakanda's greatest warriors in unarmed combat and to obtain the secret heart-shaped herb that grants great physical strength and heightened senses T'Challa passed the tests and donned the ceremonial garb of the **Black Panther**, the totem of the Wakandan people.

As the Black Panther, T'Challa has both protected his land from the outside invaders and led his small nation to greater industrialization and wealth. After meeting Captain America, the Panther was offered membership in the Avengers. Taking a leave of absence from his royal duties, he served with the Avengers for a lengthy interval, acquainting himself with American methods of crime fighting.

Inevitably, he resumed the active kingship of the Wakandans and, taking Storm of the X-Men as his Queen, he returned to his native land where he has ruled ever since. **(Str14)**

PERSONALITY

The Black Panther is a fiercely proud warrior and ruler of his people, and yet is still a civilized, honorable man. He is caught in a conflict between the tribal traditions of his ancestors, and the customs of the technological world, a technology that he has encouraged the Wakandans to adopt. He respects people who are strong and honorable.

POWERS AND ABILITIES

The Black Panther's natural strength, speed, agility, endurance, and senses have been heightened to a level of human-perfection by the sacred heart-shaped herb of Wakanda. He is stronger than an Olympic-class weight lifter, and faster than an Olympic-class sprinter. He is particularly accomplished at gymnastics and acrobatics.

T'Challa's five senses are also highly acute (although not superhumanly so). He has particularly keen eyesight and night vision, and sight and smell, the Panther is also a master tracker.

The Black Panther is also a masterful natural fighter, although his style does not belong to any particular discipline, incorporating acrobatics and many panther-like moves.

REAL NAME: T'CHALLA
OCCUPATION: KING OF WAKANDA, SCIENTIST
BASE: WAKANDA
AFFILIATION: AVENGERS
HEIGHT: 6'
WEIGHT: 200 LBS
EYES: BROWN
HAIR: BLACK

BLACK PANTHER PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	7	12	3	1	3

POWERS

Enhanced Senses: Senses 7 (Accurate, Acute, Extended and Tracking Smell, Danger Sense [olfactory], Extended Hearing, Low-Light Vision), Enhanced Advantage 1 (Uncanny Dodge) • *8 points*

EQUIPMENT

Energy Daggers: Energy Ranged Damage 5 (Extra: Multiattack) • *15 points*
Kimoyo Card: Commlink 2, GPS, Feature 1 (Wakandan Database) • *4 points*
Vibrancies Boots: Movement 1 (Wall-Crawling), Concealment 1 (Auditory) • *4 points*
Vibrancies Claws: Strength-based Damage 2 • *2 points*
Vibranium Mesh Armor: Protection 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Benefit 2 (Status, King of Wakanda), Close Attack 3, Defensive Roll 4, Equipment 6, Improved Critical (Unarmed), Improved Initiative, Instant Up, Uncanny Dodge

SKILLS

Acrobatics 2 (+9), Athletics 6 (+10), Close Combat: Claws 3 (+18), Expertise: Electronics 7 (+10), Expertise: Physics 7 (+10), Intimidation 10 (+13), Perception 8 (+9), Ranged Combat 6 (+13), Stealth 10 (+17), Technology 7 (+10)

OFFENSE

INITIATIVE +9

Claws +18	Close, Damage 6, Crit 19-20
Energy Daggers +13	Ranged Damage 5, Crit 19-20
Unarmed +15	Close Damage 4

DEFENSE

DODGE	14	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	8/4*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	82	**SKILLS**	32
POWERS	8	**DEFENSES**	24
ADVANTAGES	22	**TOTAL**	168

COMPLICATIONS

Responsibility: King of Wakanda.
Relationships: Black Panther is married to Storm of the X-Men, and he has numerous contacts among the super-hero community, primarily among the Avengers, the FF, and Captain America in particular.

BLACK WIDOW

Natasha Romanova (Natalia Alianova Romanova) grew up in the Soviet regime, becoming a scholar, athlete, and ballerina of note while still in school. Even before she reached adulthood, she was recruited by the KGB as a professional spy – the '**Black Widow'**.

While on a mission for that organization, she infiltrated Stark Industries to assassinate a Russian defector working there. Iron Man stopped her, and they tangled several more times early in her career. During this period she found Hawkeye (thought to be a criminal at the time), and began using him in her operations.

Hawkeye fell completely in love with Natasha, and soon she found herself returning his feelings. But Hawkeye couldn't stand being a criminal, and he eventually gave up working with Natasha to become an Avenger.

Soon after, Natasha was captured by the Chinese and brainwashed into spying for them. After one mission, she broke free of the conditioning and defected to the U.S., revealing her identity to the public. Natasha worked occasionally with her lover Daredevil, and as a S.H.I.E.L.D. agent before joining the Champions, a short-lived L.A -based super-team. Afterwards, she made a name for herself with the Avengers.

Though her membership is intermittent, believing herself to be a better spy than superhero, she remains friends with all the Avengers. **(Str6)**

PERSONALITY

Natasha is professional and tough on the outside, but she has an emotional nature that she tries to hide. She has carried on romances with Hawkeye and Daredevil, and she has even served as leader of the mighty Avengers. Still, she seems to work best alone.

POWERS AND ABILITIES

The Black Widow his highly trained in espionage, having worked for multiple governments and covert spy organizations, including S.H.I.E.L.D.. She is an Olympic class athlete and martial artist, as well as all the weapons of the spy trade. She is an accomplished pilot and dancer.

Natasha wears wrist bracelets that are capable of emitting a high frequency electrostatic charge, which she refers to as her 'Widow's Bite''.

One of the cartridges on Black Widow's wrist bracelets contains a 100-foot-long hooked wire, which she uses as a swingline. Other cartridges contain radio transmitter/ receiver equipment, as well as tear-gas.

The Black Widow also has boots and gloves fitted with microscopic suction cups that allow her to scale up the sides of buildings. She carries conventional weapons such as pistols, as well.

REAL NAME: NATASHA ROMANOVA
OCCUPATION: SECRET AGENT, SUPERHERO
BASE: MOBILE
AFFILIATION: AVENGERS
HEIGHT: 5' 7"
WEIGHT: 131 LBS
EYES: BLUE
HAIR: RED AUBURN

BLACK WIDOW PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	3	5	5	11	2	5	2

EQUIPMENT

Climbing Gear: Movement 1 (Wall-crawling) • *2 points*
Two-Way Radio: Radio Communication 3 • *3 points*
Widow's Bite: (Easily Removable -6): Ranged Affliction 6 (Resisted by Fortitude: Dazed, Stunned, Incapacitated), Multi-Attack • *12 points*

ADVANTAGES

Agile Feint, Benefit (Agent of S.H.I.E.L.D), Defensive Attack, Defensive Roll 2, Equipment 4, Improved Initiative, Move by Action, Ranged Attack (Guns) 8, Skill Mastery (Espionage), Takedown, Teamwork, Well Informed, Uncanny Dodge

SKILLS

Acrobatics 8 (+15), Athletics 8 (+9), Attractive 2, Close Combat: Unarmed 5 (+16), Deception 6 (+8), Expertise (Military) 6 (+8), Expertise (Espionage) 6 (+8), Investigation 4 (+6), Insight 4 (+9), Perception 8 (+13), Persuasion 5 (+7), Sleight of Hand 4 (+9), Stealth 7 (+12), Vehicles 8 (+13)

OFFENSE

INITIATIVE +8

Unarmed +16	Close Damage 1
Widow's Bite +13	Ranged, Affliction 6

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	6/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	68	**SKILLS**	45
POWERS	0	**DEFENSES**	19
ADVANTAGES	26	**TOTAL**	158

COMPLICATIONS

Mistrust: Natasha was once a Russian agent
Relationship: Black Widow has had liaisons with a number of heroes, including but not limited to Hawkeye, Daredevil, and of course, Tony Stark.

FEMME FATALE

Natasha did not start her career as a super-hero – or even as a hero. She was, in fact, a James Bond-esque Russian spy – a foil for Tony Stark and Iron Man – sometimes as an opponent, sometimes as an ally – in both cases manipulatively seductive.

After a lifetime of training in assassination and espionage skills, the idealistic role of simple-crimefighter is actually a cumbersome fit for Natasha, who, now that she's no longer working for the enemy, puts her spy-training to work for para-military organizations such as S.H.I.E.L.D., although she is still a dependable ally for the Avengers, of which she works best with Hawkeye and Captain America.

Her switch to the side of the angels has also stifled the rather lengthy list of affairs that were her trademark as the femme fatale, hot lady spy, although as super-heroines go, Natasha still gets around.

BUCK ROGERS

REAL NAME: CAPTAIN WILLIAM 'BUCK' ROGERS
OCCUPATION: FORMER ASTRONAUT, FIGHTER PILOT
BASE: NEW CHICAGO
AFFILIATION: EARTH DEFENSE DIRECTORATE
HEIGHT: 6' **WEIGHT:** 190 LBS
EYES: BROWN **HAIR:** BROWN

In the year 1987, astronaut and fighter pilot, **Captain William 'Buck' Rogers** pilots an experimental space craft that becomes lost in deep space, where a freak combination of gases puts Rogers into a state of suspended animation for five hundred years. In the 25th Century, Buck's shuttle is discovered by the flagship of Princess Ardala, of the warlike interstellar empire of Draconia. Intending to use the unsuspecting Rogers as part of a scheme to infiltrate the modern Earth's defensive shields, the Draconians revive him and direct his ship alone back towards Earth.

25th Century Earth is an ecologically desolate war-damaged planet, for whom interstellar tensions are high – particularly with the powerful Draconian Empire, and when Roger's ship appears in Earth's orbit, Colonel Wilma Deering nearly shoots him down. Although highly suspicious of Buck's claims, she allows him to follow her fighter ship through Earth's protective force shielding – unknowing that Ardala has slipped a tracking device aboard Buck's ship.

In 'New Chicago' - the Earth's only surviving city - Buck is befriended by the robots, Dr. Theopolis, and his 'ambuquad', Twiki. However, he is still looked upon with suspicion by the Earth's Defense Directorate leader, Dr. Elias Huer and Colonel Deering – despite Deering's reluctant attraction to Rogers.

Princess Ardala and the Draconians arrive shortly, thereafter – ostensibly upon a diplomatic mission – but when the Draconian tracking device is discovered on Buck's ship, Rogers is accused of treason and sentenced to be executed.

In an effort to save the Earth, as well as clear his name, Buck plays upon the attraction of the sultry and lustful Princess Ardala to infiltrate the Draconian mothership and sabotage the Draconian invasion. In cooperation with Wilma Deering and the Earth's Defense directorate, Earth's forces defeat the Draconians and send Ardala into retreat. Buck is cleared and joins the Earth Defense Directorate as a fighter pilot as he learns to assimilate to life in the 25th Century. **(Str9)**

PERSONALITY

Good-natured, adventurous, and likeable, Buck is wry-humored and brave, popular with the ladies, and inspires loyalty in friends. He is optimistic, fair-minded, and die-hard. All around good-guy.

POWERS AND ABILITIES

Buck is a crack pilot (fighter jets, space ships – doesn't matter) as well as being a cagey military strategist. He is also a well-trained martial artist – an advantage in 25th Century Earth, which seems to have forgotten all the old hand-to-hand combat techniques. He is bright enough to adapt to and understand 25th Century technology. Not to be underestimated is that his frank, honest nature has given him loyal and reliable contacts across populated space.

BUCK ROGERS PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	3	4	7	2	2	2

EQUIPMENT

Communicator: Communication 3 • *6 points*
Energy Pistol: Ranged Damage 10 • *10 points*

ADVANTAGES

Agile Feint, Close Attack (Melee) 3, Benefit 3 [Status (Earth Defense Directorate), Defensive Roll 2, Equipment 8, Improved Initiative, Luck, Jack-of-all-Trades, Ranged Attack (Energy Pistol) 6, Skill Mastery (Military Tactics), Skill Mastery (Technology) Well-Informed)

SKILLS

Athletics 8 (+11), Attractive 2, Close Combat: Unarmed 3 (+10), Connected, Deception 12 (+14), Expertise (20th Century culture) 5 (+7), Expertise (Military Tactics) 5 (+7), Fearless, Insight 2 (+14), Perception 8 (+10), Persuasion 5 (+7), Stealth 2 (+7), Technology 8 (+12), Vehicles 10 (+13)

OFFENSE

INITIATIVE +10

Energy Pistol +10	Ranged, Damage 10
Unarmed +10	Close Damage 3

DEFENSE

DODGE	11	**FORTITUDE**	30
PARRY	10	**TOUGHNESS**	6/3*
WILL	13	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	54	**SKILLS**	30
POWERS	0	**DEFENSES**	18
ADVANTAGES	31	**TOTAL**	133

COMPLICATIONS

Enemies: The Draconians.

Relationships: Buck has friends all over, but he is closest to Colonel Wilma Deering, Dr. Elias Huer, and the androids, Twiki and Dr. Theopolis. He has a long-running flirtation with Princes Ardala of the Draconian Empire.

A Girl in Every Port: While not a womanizer in the vein of Captain Kirk or James Bond, Buck has a multitude of female acquaintances – usually one per episode – but most predominately the never-quite-materialized romance with Wilma Deering, and as the object of lust for Princess Ardala, whose attraction for Buck has, on more than one occasion, caused her to foil her own evil schemes.

Twentieth-Century Guy: Although he has adapted well, Buck is always aware of the life that he has lost, and he tends to collect 20th Century memorabilia.

Ultimate Good Guy: Buck's genuine nature has a tendency to win over even hardened bad guys, especially in times of mutual crisis, and he has also been known to turn minions like Princess Ardalla's body guard/consort, Tiger-Man against his own mistress – likely at the cost of his life.

COLONEL WILMA DEERING

Colonel Wilma Deering rose to the rank of Colonel within the Earth Defense Directorate, and was the finest pilot in the fleet until the arrival of Buck Rogers. While life in the 25th Century is fraught with danger and has many drawbacks, women's lib apparently isn't one of them, because Wilma Deering is one of the most respected military officers in the Directorate.

Nevertheless, when Buck Rogers entered the picture, this high-ranking Colonel, fell promptly into competitive gender roles with the good-natured and ever-so- slightly chauvinistic Buck , exacerbated by a schoolgirl crush, as well as a hot jealousy over Buck's dalliances. with Princess Ardala

This relationship, however, was played down once the series started, and the romance between Buck and Wilma Deering was only hinted at – usually only re-emerging in episodes that featured Princess Ardala, recreating the dynamic of the theatrical version's love-triangle.

In all versions, of course, Wilma is a capable, stalwart ally of Buck, and one of the most important people in his new 25th Century life. **(Str5)**

COLONEL WILMA DEERING PL8 83 POINTS

Abilities: Str 0 **Sta** 2 **Agi** 2 **Dex** 3 **Fgt** 3 **Int** 2 **Awe** 3 **Pre** 2

Equipment: Communicator: Communication 3, **Energy Pistol:** Ranged Damage 10

Advantages: Attractive 2, Benefit 3 [Status (Earth Defense Directorate), Defensive Roll 3, Equipment 8, Fearless, Ranged Attack: Energy Pistol 5

Skills: Athletics 8 (+8), Close Combat: Unarmed 3 (+6), Expertise (Military Tactics) 4 (+6), Insight 2 (+5), Perception 2 (+5), Persuasion 2 (+5), Stealth 2 (+4), Technology 8 (+10), Vehicles 3 (+5)

Offense: Initiative 2, Energy Pistol +7, Ranged, Damage 10, Unarmed +5, Close Damage 2

Defense: Dodge 6, Parry 5, Fortitude 3, Will 6, Toughness 5/2*

Totals: Abilities 34 + Powers 0 + Advantages 26 + Skills 17 + Defenses +10 = 83

Complications: Enemies: Princess Ardala, The Draconians. **Relationships:** Wilma's closest relationship is her not-quite romance with Buck Rogers. She also has close contacts with Dr. Elias Huer, and the androids, 'Twiki' and Doctor Theopolis. **Responsibility:** Wilma is dedicated to the defense of Earth, and is a Colonel in the Earth Defense Directorate.

PRINCESS ARDALA

Princess Ardala is an unapologetic throwback to the sexually aggressive, female fatale. Her barely-there wardrobe, and her predatory lustfulness, combined with her haughty spoiled-rich-girl, arrogance, make her a delightful villain, and the perfect bane to 'good girl' Wilma Deering.

While the TV series toned down Buck's romantic adventures, allowing him to have a new lady-friend in every port (without cheating on anyone – cuz' Buck's a good-guy), whenever Ardala appeared on the, the claws between her and Wilma came out – perhaps because the Draconian Princess was the only one that Wilma felt threatened enough by to be truly jealous of. Princess Ardala, for her part, considers Wilma a two-bit, peasant commoner who is utterly beneath her.

Although Ardala is suitably villainous in her goals of conquest, keeping with the tradition of the Draconian Empire – with eager eyes on her father's throne - she does have a genuine soft spot for Buck, that goes beyond just physical lust, perhaps simply appealing to her better character, as she has occasionally joined forces with Buck and his Earth friends to combat a common enemy. **(Str5)**

PRINCESS ARDALA — PL6 39 POINTS

Abilities: **Str** 0 **Sta** 1 **Agi** 2 **Dex** 0 **Fgt** 0 **Int** 1 **Awe** 1 Pre **2**

Advantages: Attractive 2, Benefit, Status 3: Draconian Princess, Fascinate (Deception), Languages 1

Skills: Deception 6 (+8), Expertise: Military 4 (+5), Intimidation 2 (+4), Perception 3 (+4), Persuasion 11 (+12), Stealth 2 (+4), Technology 2 (+3)

Offense: Initiative +0, Unarmed +0 (Damage 0)

Defense: Dodge 2, Parry 1, Fortitude 2, Toughness 1, Will 2

Totals: Abilities 14 + Powers 0 + Advantages 7 + Skills 15 + Defenses 3 = 39

Complications: Power Lust: Besides Buck Rogers, Ardala also lusts after power. **Relationships:** Among Ardala's underlings are her consort/bodyguard, Tiger-Man, and her henchman (or rather her father's henchman) Kane. And like it or not, she has genuine soft-spot for Buck who might just have the tiniest little soft-spot for her. **Sexpot:** Ardala is a pure sexual creature, whose lust for Buck Rogers has been her own undoing on more than one occasion. **Spoiled:** Ardala is also the quintessential spoiled rich bitch

TWIKI & DR. THEOPOLIS

Twiki, a small robot or "ambuquad," is used to carry about the computer scientists like **Dr. Theopolis** on their chests. After befriending Buck Rogers, Twiki picked up a number 20th-Century catchphrases. Dr. Theopolis is a disc-shaped computer, with an illuminated face and considered one of the 25th Century Earth's great scientific leaders. He is usually carried by Twiki. **(Str4) (StrN/A)**

TWIKI — PL3 51 POINTS

Abilities: **Str** -1 **Sta** - **Agi** 0 **Dex** 3 **Fgt** 0 **Int** 1 **Awe** 2 Pre 0

Powers: **Immunity:** Immunity 30 (Fortitude Effects), **Protection:** Protection 3, **Shrinking:** Shrinking 4 (Innate, Permanent)

Advantages: Eidetic Memory

Skills: Perception 4 (+6), Technology 5 (+6), Vehicles 2 (+5)

Offense: Initiative +0, Unarmed 0, Close Damage -1

Defense: Dodge 3, Parry 3, Fortitude Immune, Will 3, Toughness 3

Totals: Abilities 2 + Powers 41 + Advantages 1 + Skills 4 (11 ranks) + Defenses 3 = 51

Doctor Theopolis: **Str** - **Sta** - **Agi** - **Dex** - **Fgt** - **Int** 8 **Awe** 4 **Pre** -; **Immunity:** Immunity 30 (Fortitude Effects), **Protection:** Protection 3, **Shrinking**: Shrinking 8 (Innate, Permanent); **Offense:** None, **Defense:** Dodge None, Parry None, Fortitude Immune, Toughness 2, Will 5; **Power Points** Abilities -30 + Powers 48 + Advantages 9 + Skills 16 (46 ranks) + Defenses 1 = 50

BUFFY THE VAMPIRE SLAYER

"In every generation there is a Chosen One. She alone will stand against the vampires, the demons and the forces of darkness. She is the Slayer."

Buffy Anne Summers was a Slayer who was activated in the late 20th century. Born in 1981, she was called to be the Slayer in 1996 at the age of fifteen. She was originally based in Los Angeles, but, due to an incident involving a gang of vampires at Hemery High School there, she moved to Sunnydale with her mother. There, she acted as guardian of the Hellmouth for seven years before the town's destruction in 2003. Initially a reluctant hero who constantly wished for nothing more than a normal life, Buffy eventually grew to embrace her destiny. Buffy is unique as a Slayer in many ways; she refuses to sacrifice her ordinary life for her supernatural destiny, often operates as part of a team with her friends the "Scooby Gang," and has maintained several romantic relationships, two of which were with notorious vampires Angel and Spike.

Buffy is one of the longest-lived Slayers, and has returned from death twice, an act that disrupted the magic surrounding the traditional Slayer line. During the war with the First Evil, Buffy activated every Potential Slayer in the world, abolishing the traditional line of "Chosen Ones," dedicating herself to gathering and training the Slayers she was responsible for creating.

A few years after the destruction of Sunnydale, Buffy, along with Angel, was involved in an ancient prophecy that would bring about the sentient "Twilight" dimension, destroying the Earth in the process. When Angel, possessed by Twilight, murdered her beloved Watcher and father figure, Rupert Giles, Buffy, enraged and grief-stricken, destroyed the Seed of Wonder, thus bringing about the end of magic on Earth. Now considered a pariah amongst the remaining Slayers, Buffy has since established herself in San Francisco, where she continues her Slayer duties.**(Str20)**

PERSONALITY

Buffy was a popular cheerleader in the '80's 'Valley-Girl' vein. She was extremely reluctant to embrace the life of a slayer, although her sense of responsibility wouldn't let her shirk her duty. The job, of course, eventually began to get to her, leaving her more cynical and grim.

PERSONALITY

The Slayer is gifted with enhanced physical abilities, vampire-level strength and durability, and a 'weapons mastery' skill that allows her to quickly gain proficiency with bladed weapons. She also has an array of psychic powers, including a mind link with all other Slayers, past and present, prophetic dreams and a 'vampire sense'.

REAL NAME: BUFFY ANN SUMMERS
OCCUPATION: VAMPIRE-SLAYER, STUDENT, COUNCILOR
BASE: SUNNYDALE, CALIFORNIA
AFFILIATION: THE SLAYERS
HEIGHT: 5' 2" **WEIGHT:** KEPT STRICTEST SECRET
EYES: BLUE **HAIR:** BLONDE

BUFFY THE VAMPIRE SLAYER — PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
6	6	5	5	8	2	3	3

POWERS

Chosen One: Enhanced Stamina 4, Enhanced Strength 4, Protection 2, Impervious Toughness 6 • *24 points*
Supernatural Senses: Detect 3 (Limited to Vampires), Precognition 6 (Limited to when dreaming, uncontrollable) Sense 2 (Danger Sense) • *27 points*

EQUIPMENT

Crossbow: Ranged Damage 3 • *3 points*
Knife: Strength-based Damage 2 • *2 points*
Stakes: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Close Attack 2, Defensive Roll 2, Diehard, Equipment 2, Improved Critical (Bladed Weapons), Improved Initiative, Instant Up, Power Attack, Skill Mastery (Weapons), Uncanny Dodge

SKILLS

Acrobatics 8 (+13), Athletics 8 (+13), Close Combat (Unarmed) 3 (+14), Expertise (Arcane Lore) 8 (+10), Expertise (Vampires & Demons) 8 (+10), Insight 4 (+7), Investigate 6 (+8), Perception 7 (+10), Persuasion 6 (+9), Ranged Attack (Crossbow) 10 (+15), Stealth 3 (+8)

OFFENSE

INITIATIVE +8

Crossbow +15	Ranged, Damage 3, Crit. 19-20
Knife +10	Close, Damage 8, Crit 19-20
Stakes +10	Close, Damage 9, Crit 19-20
Unarmed +14	Close Damage 6

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	12	**TOUGHNESS**	8/6*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	60	**SKILLS**	36
POWERS	51	**DEFENSES**	19
ADVANTAGES	15	**TOTAL**	181

COMPLICATIONS

The Chosen One: Once in every generation a young woman inherits the power of the Chosen One, becoming the world's guardian against the forces of darkness, and against vampires in particular
Relationships: The 'Scoobies'. She has had romantic relations with the vampires, Angel and Spike.

BUFFYVERSE WEREWOLVES AND VAMPIRES

The vampires and werewolves of *Buffy the Vampire Slayer* are a not as strong as more typical examples (see individual entries for **Monsters: Vampires** and **Monsters: Werewolves**). For the vampires and werewolves of the 'Buffyverse' subtract –2 from STR (and STA for the Werewolf), and all related abilities. Buffyverse vampires always retain their human personality, despite a craving for blood. The same is true of werewolves. Buffy herself is stronger than any normal vampire and, in fact, nearly a physical match for Dracula himself (subtracting –2 from the listed entry for **Monsters: Dracula**), killing the Vampire King with surprising ease.

Buffyverse is notable for being one of the first mainstream avenues for the 'good' vampire, with the characters Angel and Spike, although most of the undead characters were traditionally evil – and even Angel was presented as battling to overcome his own evil nature, to greater and lesser success.

Buffyverse also has a healthy population of practicing witches – one of whom coincidentally winds up being Buffy's best friend Willow – a quite powerful witch, (Sorcery 8), who went from being a mousy outcast to one of Buffy's more formidable allies.

BULLSEYE

A mercenary of mystery, nothing is really known about the man called **Bullseye**. Before his mercenary career, it's been suggested that Bullseye tried his formidable throwing skills to become a Major League baseball player.

According to Bullseye himself, he grew bored and annoyed while pitching a no-hitter, so, for the last pitch of the game, he threw the ball at the batter, killing him. Bullseye found his true calling as a special operative of the United States National Security Agency and, from there, a freelance assassin - a perfect career for someone who got so much pleasure from killing his enemies, and it was during this period that he created his signature modus operandi of using thrown weapons to kill his opponents. His early endeavors included time in Africa and Nicaragua, coming into conflict with the Punisher, and working alongside fellow mercenary, Deadpool.

Bullseye first came to notoriety with a series of murders in New York City, publicizing his antics in the *Daily Bugle* and coming into conflict with Daredevil (See entry for: **Daredevil**). Bullseye was then hired to murder lawyer, Matt Murdock, Daredevil's secret identity, but was defeated. Bullseye swore vengeance, fighting Daredevil at any opportunity.

Later, when following an assignment to kill the Kingpin (See entry for: Kingpin). , Bullseye simply received a better offer from the Kingpin and agreed to work with him, instead. However, the always-unstable Bullseye was eventually driven insane by a brain tumor. His murderous rampage was ended by Daredevil, who delivered him to a hospital to have the tumor removed. But when he later escaped from prison, he sought revenge, not only on Daredevil, but Elektra (See entry for: Elektra). , who had taken his place as the Kingpin's top assassin, and he killed her with nothing more than a playing card and her own sai. However, the Kingpin refused to rehire Bullseye until he killed Daredevil.

During the subsequent battle, Daredevil, furious over the death of his lover, Elektra, knocked Bullseye off a building, shattering his spine. Bullseye was saved, however, by the Kingpin, who laced his skeleton with indestructible Adamantium, Bullseye, now recovered, and deadlier than ever returned to New York to pursue his mercenary career and reclaim his place as the Kingpin's foremost assassin. **(Str9)**

PERSONALITY

Bullseye is a lethal egomaniac who delights in killing as a means of bolstering his self-image. He has a monomaniacal obsession to defeat Daredevil. Bullseye's secondary goal is simply to get rich and famous – acting as a costumed assassin is simply a means to this end.

POWERS AND ABILITIES

Bullseye has a nearly superhuman ability to throw objects with both accuracy and lethal force – able to use common objects such as playing cards as deadly weapons. His skeleton has also been laced with unbreakable Adamantium.

REAL NAME: UNREVEALED
OCCUPATION: ASSASSIN, MERCENARY, FORMER PITCHER
BASE: NEW YORK CITY **AFFILIATION:** THE KINGPIN
HEIGHT: 6' **WEIGHT:** 175 LBS
EYES: BLUE **HAIR:** BLOND

BULLSEYE PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	5	7	7	1	-1	0

POWERS

Adamantium Skeleton: Strength-based Damage 1 (blunt strikes), Enhanced Strength 1; Protection 2 • *6 points*

EQUIPMENT

Knife: Close Strength-based Damage 2 or Ranged 2, Improved Critical • *4 point*

ADVANTAGES

Accurate Attack, Connected, Diehard, Defensive Roll 2, Equipment 1, Extraordinary Effort, Improved Aim, Improved Critical (Thrown Weapons), Improved Initiative, Power Attack. Ranged Attack (Throwing) 5, Startle, Taunt, Ultimate Effort (Aim)

SKILLS

Close: Combat (Bladed Weapons) 5 (+12), Close Combat (Unarmed) 4 (+10), Expertise: Military 8 (+9), Intimidation 3 (+3), Ranged Combat: Guns 8 (+15), Ranged Combat: Throwing 8 (+18)

OFFENSE

INITIATIVE +8

Thrown Weapons +18	Ranged, Varies, Crit 19-20
Knives +12	Close, Damage 5, Crit 19-20
Knives +18	Ranged, Damage 2, Crit 19-20
Unarmed +11	Close Damage 4

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	7/5*
WILL	3	*Without Defensive Roll Bonus	

POWER POINTS

ABILITIES	50	**SKILLS**	18
POWERS	6	**DEFENSES**	19
ADVANTAGES	21	**TOTAL**	114

COMPLICATIONS

Nemesis: Daredevil. The two share a mutual hatred for Bullseye's murder of Elektra – resurrection or no resurrection.

CAPTAIN AMERICA

Steve Rogers tried to enlist in the Army during WWII but was rejected due to poor health. His sincere desire to aid the war effort caught the eye of officials involved in a secret government experiment called Operation: Rebirth. He leapt at the chance to participate and was injected with an experimental Super-Soldier Serum. Steve was transformed into the pinnacle of human perfection, with the greatest strength and agility a human could possibly attain.

After extensive physical and tactical training, Steve was given the costume of **Captain America** and sent out to battle Axis agents such as the Red Skull and Baron Zemo. Whether fighting alone or alongside the All Winners Squad and the Invaders, his exploits served as an inspiration for Allied troops.

During the final days of the war, Cap and his sidekick, Bucky, tried to stop Baron Zemo's robot-controlled, bomb-loaded plane. Bucky died when the plane exploded and that same explosion threw Cap into the icy waters of the Arctic. The Super-Soldier Serum combined with the extreme cold to place Steve in a state of suspended animation.

He remained frozen until being discovered years later by the newly formed Avengers team. Once freed from the ice, Captain America joined the Avengers and has been the cornerstone of the team for many years.

Captain America is the ultimate solder and the perfect fighting machine, but his most important role is as an icon in the Marvel Universe; a symbol of what heroes can be, and a guardian of the ideals they should strive to uphold. Even in today's world of turmoil, no one doubts the convictions of Captain America. **(Str16)**

REAL NAME: STEVE ROGERS
OCCUPATION: SUPER-HERO, SOLDIER
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS
HEIGHT: 6' 2" **WEIGHT:** 240 LBS
EYES: BLUE **HAIR:** BLONDE

PERSONALITY

Cap is the mold from which heroes are cast. He is a moral and ethical paragon who serves as an inspiration to virtually every other sincere superhero on Earth. More than a personal inspiration though, Cap is an icon – his identity was crated to be a national symbol for every American during the troubling WWII era. Today, when the nation is faced with even more insidious foes, Captain America remains an unwavering believer in truth, liberty and justice for all.

POWERS AND ABILITIES

Captain America technically possesses no true superhuman powers, but the Super-Solder formula has heightened his physical form to the pinnacle of human perfection. He has athletic ability, strength, speed, and endurance superior to any Olympic athlete who ever competed. He also possesses extensive combat and tactical training.

CAPTAIN AMERICA — PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	5	7	7	14	2	2	6

POWERS

Shield of Captain America: Easily Removable (-2 points) Impervious Toughness 17, Indestructible • *15 points*

• **Blunt Weapon:** Strength-based Damage 1 • *1 point*

• **Thrown Weapon:** Strength-based Ranged Damage 1, Ricochet 3 • *4 points*

• **Defensive Weapon:** Deflect 7, Enhanced Defenses 6 (Dodge 3 and Parry 3) • *13 points*

Super-Soldier Formula: Enhanced Stamina 5, Enhanced Strength 5, Immunity 2 (Fatigue) • *12 points*

ADVANTAGES

Assessment, Benefit 5 (Status – Captain America), Connected, Contacts, Defensive Roll 4, Evasion, Extraordinary Effort, Improved Disarm, Improved Initiative, Inspire 5, Interpose, Languages 3, Leadership, Power Attack, Precise Attack (Ranged, Concealment), Takedown 2, Teamwork, Uncanny Dodge

SKILLS

Acrobatics 7 (+14), Athletics 6 (+11), Close Combat: Shield 6 (+20), Close Combat: Unarmed 5 (+19), Deception 2 (+5), Expertise: American History 4 (+6), Expertise: Military 14 (+16), Insight 8 (+10), Intimidation 3 (+8), Perception 8 (+13), Persuasion 11 (+17) Ranged Combat (Shield) 7 (+14), Stealth 6 (+13), Treatment 3 (+5), Vehicles 4 (+11)

OFFENSE

INITIATIVE +11

Shield (Close Combat) +20	Close Damage 6
Shield (Thrown) +14	Ranged, Damage 6
Unarmed +19	Close Damage 5

DEFENSE

DODGE	14*/17	**FORTITUDE**	10
PARRY	14*/17	**TOUGHNESS**	9/5*
WILL	13		

*Without Defensive roll bonus
*Without Shield

POWER POINTS

ABILITIES	96	**SKILLS**	44
POWERS	45	**DEFENSES**	26
ADVANTAGES	33	**TOTAL**	244

COMPLICATIONS

Enemy: The Red Skull

Patriot: Captain America is entirely dedicated American ideals **Relationships:** Captain America's primary relationship is with his girlfriend Sharon Carter, with most of his other contacts being work-related. He has worked closely with the Falcon, Nick Fury, and has partnered with Rick Jones and James 'Bucky' Barnes

Responsibility: Captain America takes personal responsibility for Truth, Justice, and the American Way.

CAPTAIN ATOM

Nathaniel Adam was a Vietnam-era soldier in the United States Air Force that was framed for murder and treason by Wade Eiling. Sentenced to die, Adam was given the chance to participate in a program experimenting on an alien super metal. The program was testing the durability of the metal by surrounding a test subject in it and then exploding a nuclear device underneath the shell. The experiment caused the metal to fuse with Adam's body and the energy channeled by the covering propelled him forward in time several decades. In the intervening time, Adam's promised pardon for his participation had been shelved and buried after his presumed death, and Eiling had married Adam's "widow."

When Adam eventually reemerged in the present, he was found by the government and coerced into the role of a government-controlled super hero. Project Atom, the agency formed around the study of Nathaniel and the Dilustel metal, came up with a new alias for Adam, as well as the heroic persona of **Captain Atom** and a fictional backstory about previous adventures and enemies which the government proceeded to use to dupe the American public.

This strained relationship didn't last very long. The government's efforts to replicate the science behind Atom's transformation had resulted in the creation of Major Force, a psychotic killer with powers similar to Captain Atom's, and Atom's allies in the JLA eventually helped him clear his name, freeing him from his coerced participation. Over time, Captain Atom went on to establish a positive reputation in the heroic community while often liaising between the U.S. government and said community.

A brief marriage to former-terrorist Plastique ended in divorce and a series of time-traveling encounters with the villainous Monarch showed Atom how dark he could become. After a short stint working for the government again under President Luthor, Captain Atom was shifted through dimensions to an alternate Earth following what he thought was an explosive act of self-sacrifice. Atom worked with the heroes of that Earth to return home, helping them solve some universe-altering problems of their own in the process.

Returning to his own Earth, Atom was badly injured and emitting harmful radiation. His comatose body was subsequently hidden in a secret government facility under Blüdhaven, where his abilities were exploited against various metahumans. Driven mentally unstable by this treatment and encased in a new version of Monarch's armor to contain his emissions, Atom eventually freed himself, apparently killing Major Force in the process and obliterating what was left of the city after Chemo's attack. He then began a deranged campaign of conquest and vengeance throughout the many alternate Earths accessible through the Bleed targeting the beings he blamed for his problems, the Monitors. This campaign culminated in the deaths of a number of super heroes from various Earths and eventually the destruction of an entire reality during a fight between Atom and Superboy-Prime.

An amnesiac Captain Atom resurfaced as an asset of yet another secret government agency (Project 7734) under the control of another corrupt General, Sam Lane. **(Str75)**

REAL NAME: CAPTAIN NATHANIEL CHRISTOPHER ADAM
OCCUPATION: U.S. MILITARY ASSET, SUPERHERO
BASE: MOBILE
AFFILIATION: U.S. AIR FORCE, JLA
HEIGHT: 6' 4"
WEIGHT: 200 LBS
EYES: SILVER
HAIR: SILVER

CAPTAIN ATOM PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
15	12	2	2	8	1	2	2

POWERS

Dilustel Covering: Immunity 10 (Life Support), Impervious Toughness 15, Protection 3 • *28 points*

Quantum Channeling: Enhanced Strength 5 (Lifting only, Lifting Str 20; 25,000 tons), Flight 13 (16,000 MPH), Immunity 40 (Energy Effects, Distracting, Limited to Half Effect, Sustained), Senses 3 (Detect Energy Spectra (Acute, Radius)) • *48 points*

Quantum Manipulation: Array (36 points)

- **Quantum Blast:** Ranged Damage 18 • *36 points*
- **Quantum Burst:** Burst Area Damage 14 • *1 point*
- **Quantum Conversion:** Deflect 13, Reflect, Redirect, Close, Energy Only) • *1 point*
- **Quantum Drain:** Weaken All Electromagnetic Energy Powers 7 (Affects Others, Broad (all EM Energy), Progressive, Simultaneous) • *1 point*

ADVANTAGES

Diehard, Extraordinary Effort, Leadership, Power Attack, Seize Initiative

SKILLS

Athletics 4 (+19), Close Combat: Unarmed 2 (+10), Deception 4 (+6), Expertise: Military Science 6 (+7), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Ranged Combat: Quantum Blast 8 (+10), Technology 2 (+3), Vehicles 2 (+4)

OFFENSE

INITIATIVE +2

Quantum Blast +10	Ranged Damage +18
Unarmed +11	Close Damage 15

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	15
WILL	10		

POWER POINTS

ABILITIES	88	**SKILLS**	23
POWERS	115	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	251

COMPLICATIONS

Forced Time Travel: When Captain Atom pushes his ability to absorb energy past its normal limits, the accumulated energy "overwash" propels him through time. The exact amount of time traveled is up to the needs of the plot, but a rule of thumb is to take the rank of the triggering effect and compare it to the Time column of the basic rank chart – this is how much time is jumped past.

Fish Out of Water: Nathaniel missed a lot of history and there are gaps in what should be his basic store of common/general knowledge.

QUANTUM ELEMENTAL

Captain Atom's powers have fluctuated over time, ranging from a power suite that starts with him ranking among Earth's heavy hitters and sliding all the way up to a scale where he is godlike in his ability to create and destroy entire realities. It has been theorized that he is one of the universe's "Elementals," a role similar to that played by Swamp Thing, Naiad, and, for a time, Firestorm.

There are self-imposed limits on his powers (as well as his memory and knowledge of them) in order to maintain control and his sanity. The stats presented in this entry actually represent his "powered down" state.

PERSONALITY

Nathanial Adam is a man torn from his own time (the 1960s) and has a number of beliefs and behaviors modern society labels “old-fashioned.” He is a loyal soldier who resents what was done to him by corrupt and misguided individuals in the name of his country, yet has little place outside of the military.

POWERS AND ABILITIES

Captain Atom is bonded with a material called Dilustel, which allows him to tap the universal Quantum Field. He can channel this energy for physical enhancement (without the Dilustel, he is Str 2 and Sta 2), flight, and energy discharges.

The nature of this channeling also grants him control over the passage and behavior of various electromagnetic energy forms. The Dilustel covering protects Atom from most physical harm and in combination with his energy channeling abilities enables

MONARCH

Many factors have combined to throw the history and identity(s) of this villain into flux, including various beings tampering with the time stream, the Dark Lord Mordru’s magical interference and machinations, and the basic unpredictability of entering and manipulating the quantum field. Even the individuals who, at one time or another, are thought to have assumed the role of Monarch remain troubled by their own uncertainty regarding their (possible) actions while (likely) wearing the villain’s armor.

The original Monarch came from a not-so-distant future where he ruled a world bereft of both super heroes and super- villains. Waverider traveled into the past to find and kill the hero who would become Monarch, but before he could do so he accidentally caused Captain Atom to summon Monarch from the future.

After defeating the Justice League, Monarch kidnapped Dove (Dawn Granger) and Hawk (Hank Hall) followed him, arriving just in time to see Monarch kill her. Enraged, Hawk killed Monarch but also learned a horrible truth: Hank Hall would himself become the tyrant he’d just slain.

In that moment, Hawk saw things from the Monarch’s perspective and came to believe the world must be ruled by an iron fist in order to achieve balance. He donned Monarch’s armor and continued building the machine his future-self intended to use to enslave the planet. Captain Atom arrived on the scene with the Justice League, and the Captain’s subsequent battle with Monarch pitched them both into the distant past.

The two temporal castaways worked together to foil an alien plot to destroy the galaxy, and Captain Atom was returned to the present while Monarch was cast adrift within the quantum field, where an odd truth was revealed to him: the Captain Atom Project had trapped the true Nathanial Adam within the quantum field and released a clone of quantum-energized Dilustel into the future.

Unaware of this truth, the quantum clone became the Captain Atom everyone knew. With the real Adam’s guidance, Monarch learned to use the quantum energy, became even more powerful by manipulating time, and escaped the quantum field. Hall left Nathaniel Adam his Monarch armor, allowing the real Captain Atom to also escape.

During the Infinite Crisis, Monarch appeared at the head of an incomparably powerful armada that had been hiding within the Bleed, between realities and out of the Monitors’ sight. Monarch convinced Forerunner to leave her masters and serve his cause, but he soon abandoned her when he was successful in gathering the metahumans from various alternate Earths to fight each other for the right to serve him in his war against the Monitors.

The Monarch’s armor was subsequently punctured during a battle with Superman-Prime (see individual entry for: **Superman: Superman Prime**), causing the destruction of Earth-51’s universe and casting Monarch’s opponent adrift in time. The armored tyrant also was displaced in time and space or destroyed—his ultimate fate as unknowable as the truth(s) of his identity.

Despite the uncertainty of Monarch’s fate, the most recent person to wear the armor is believed to have been the mentally unstable quantum clone of Nathanial Adam (or possibly the original returned) following his escape from the Atomic Knights and subsequent flight into the Bleed while he was wearing a Monarch-like containment suit.

This seemed to be confirmed when Captain Atom broke free of Project 7734’s control and returned to Earth where he confessed to the Justice League all he could remember of his (supposed) actions as Monarch. If these memories are indeed proved to be true, Captain Atom has (currently) lost all of the additional and enhanced abilities that came with being Monarch. **(Str125)**

PERSONALITY

Though he is brutal, practical and coldly (and deadly) efficient in his tactics and goals, Monarch is not purposefully cruel or sadistic. He does what he feels is necessary, no matter what means are required, but he does not go out of his way to needlessly inflict pain or misery.

POWERS AND ABILITIES

Every person to wear the mantle of Monarch has possessed powers of his own, and the armor enhances those powers to different degrees. The armor seems capable of adapting to its user to operate in a way that complements the wearer's natural abilities. Hank Hall, for example, gained access to devastating energy weapons and the ability to move through space at will, while the most recent Monarch's armor focuses on of the quantum field. Knowledge of the innate powers of the armor has likely been lost in the destruction of Earth-51.

As perhaps the most powerful mortal in any reality, Monarch's abilities have few limits. He makes extensive use of his Extraordinary Effort to gain temporary Alternate Effects for his Quantum Manipulation power, like creating teleport and cross-dimensional portals through which to move his captives and armies.

MONARCH PL17

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	10	2	2	8	1	6	2

POWERS

Monarch Armor: Enhanced Advantage 1 (Improved Initiative); Enhanced Abilities (Awareness 4, Enhanced Strength 5); Feature 1 (Energy Containment); Immunity 10 (Life Support); Impervious Toughness 16; Movement 3 (Dimensional Travel, Increased Mass 8); Protection 4; Senses 5 (Darkvision, Low-light Vision, Radio, Ultrahearing); Removable (– 14 points • *55 points*

Quantum Channeling: Power-lifting 5 (Lifting **Str** 25; 800,000 tons); Flight 13 (16,000 MPH); Immunity 20 (Energy Damage, Half-Strength, Sustained); Senses 5 (Detect Energy Spectra (Acute, Extended 2, Radius)) • *46 points*

Quantum Manipulation: Array (56 points)

- **Matter Manipulation:** Ranged Transform 8 (Anything to Anything), Continuous • *56 points*
- **Quantum Blast:** Ranged Damage 24 • *1 point*
- **Quantum Burst:** Burst Area Damage 17 • *1 point*
- **Quantum Conversion:** Deflect Energy 20, Reflect, Redirect, Limited—Energy Only • *1 point*
- **Quantum Drain:** Weaken All Electromagnetic Energy Powers 8 (Resisted by Fortitude), Affects Objects, Broad (all EM Energy), Progressive, Simultaneous • *1 point*
- **Quantum Snare:** Ranged Burst Area Cumulative Affliction 14, Diminished Range, Distracting, Selective • *1 point*
- **Quantum Teleport:** Teleport 6 (1,800 feet), Accurate, Change Direction, Easy, Extended (60 miles), Increased Mass 5 • *1 point*
- **Quantum transport:** Burst Area Ranged Teleport Attack 6 (1,800 feet), Change Direction, Easy, Extended (60 miles), Increased Mass 4, Selective, Distracting • *1 point*

ADVANTAGES

Diehard, Extraordinary Effort, *Improved Initiative*, Leadership, Power Attack, Seize Initiative

SKILLS

Athletics 4 (+24), Close Combat: Unarmed 2 (+10), Deception 4 (+6), Expertise: Military Science 6 (+7), Insight 6 (+12), Intimidation 6 (+8), Perception 6 (+12), Ranged Combat: Energy Blast 8 (+10), Technology 2 (+3), Vehicles 2 (+4)

OFFENSE

INITIATIVE +2

Enhanced Quantum Blast + 10	Ranged Damage +24
Unarmed +11	Close Damage 20

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	16
WILL	14		

POWER POINTS

ABILITIES	88	**SKILLS**	23
POWERS	164	**DEFENSES**	20
ADVANTAGES	5	**TOTAL**	300

COMPLICATIONS

Energy Containment: Monarch's armor is the only thing containing his otherwise unrestrained quantum energy. At times, he has purposely removed portions of the armor to unleash enhanced Quantum Blasts and Quantum Bursts (increase both by 5 ranks but add the Uncontrolled Flaw), but a severe breach, were it not sealed almost immediately, would result in a catastrophic quantum explosion that could destroy a universe.

Overconfidence: Monarch is so sure of his abilities and Foresight (with good reason, considering his standard level of preparation and many contingency plans) that he faces every enemy with absolute confidence.

CAPTAIN MARVEL

Orphaned and homeless on the streets of Fawcett City, young Billy Batson was drawn by a shadowy figure into an abandoned subway station. There he found a strange train, bringing him to the Rock of Eternity. Past the statues of the Seven Deadly Enemies of Man (alias the Seven Deadly Sins), Billy came to a stone chair and brazier which, when lit, summoned the spirit of the wizard Shazam! The old wizard offered Billy the opportunity to do good and become a champion of justice. "Speak my name," he told him and so Billy Batson uttered the fateful magic word… "SHAZAM!" and was transformed by a bolt of lightning, into **Captain Marvel**, the World's Mightiest Mortal!

Captain Marvel quickly confronted the forces of evil in the world, including Theo Adam, the man who murdered his parents when possessed by the previous wielder of Shazam's power, Black Adam. His other foes include the mad scientist Doctor Sivana (who calls Captain Marvel "the Big Red Cheese"), the diminutive but dangerous Mister Mind—an intelligent worm from another planet—and his Monster Society of Evil, and the nuclear robot Mister Atom. Captain Marvel also gained a number of allies in his fight for justice. Billy Batson was reunited with his twin sister, Mary, who likewise gained the powers of Shazam and the identity Mary Marvel. Together they rescued young Freddy Freeman. In the process of saving his life, he was infused with the power of his hero: by saying the name "Captain Marvel" he was transformed into the young Captain Marvel, Jr. The "Marvel Family" also included Billy and Mary's Uncle Dudley (who adopted the costumed, but non-powered, identity of "Uncle Marvel") and Talky Tawny, a humanoid talking tiger. **(Str100)**

PERSONALITY

Although possessing the wisdom of Solomon, Captain Marvel is still very much a boy in the body of a man, so he tends to have a simpler view of things. He's generally cheerful and really enjoys being a hero, although sometimes he forgets that he's not just Billy Batson, and gets flustered dealing with things difficult for a kid.

POWERS AND ABILITIES

The letters of the wizard Shazam's name stand for the elders who grant Captain Marvel his power: the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles, and the speed of Mercury. Captain Marvel is indeed the World's Mightiest Mortal, a rival to Superman in terms of strength, speed, and durability. Given the magical nature of his powers, the good Captain has even been able to best the Man of Steel on occasion, although the two are otherwise evenly matched.

Captain Marvel's powers have also been known to fluctuate – Billy Batson 'shares' the power of Shazam with Captain Marvel Junior and Mary Marvel, so if all three members of the Marvel Family are activating their powers at once, Captain Marvel's own abilities suffer. (See: **Power of Shazam** below).

REAL NAME:	WILLIAM 'BILLY' BATSON		
OCCUPATION:	RADIO PERSONALITY		
BASE:	FAWCETT CITY	AFFILIATION:	MARVEL FAMILY
HEIGHT:	5' 4"/6' 2"	WEIGHT:	110/215 LBS
EYES:	BLUE	HAIR:	BLACK

CAPTAIN MARVEL PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
19	15	2	2	6	2	10	3

POWERS

Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*
Speed of Mercury: Array *(30 points)*
• Flight 15 (64,000 MPH) • *30 points*
• Dimensional Travel 1 (Rock of Eternity) • *1 point*
• Quickness 15, Speed 15 (64,000 MPH) • *1 point*
Stamina of Atlas: Protection 4, Impervious Toughness 19; Immunity 10 (Life Support) • *33 points*
Strength of Hercules: Enhanced Strength 4, Limited to Lifting (Lifting Str23; 200,000 tons) • *4 points*
Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Interpose, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 5 (+11), Expertise: Radio Host 6 (+9), Insight 2 (+12), Perception 3 (+13)

OFFENSE

INITIATIVE +2
Unarmed +11 Close Damage 19

DEFENSE

DODGE	11	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	19
WILL	15		

POWER POINTS

ABILITIES	96	**SKILLS**	8
POWERS	110	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	230

COMPLICATIONS

Nemesis: Doctor Thaddeus Sivana.
Power Loss: No powers as Billy Batson. Captain Marvel can lose his powers if tricked into saying his magic word
Secret Identity: Billy Batson. In his normal identity, Billy has **STR** 0, **STA** 1, **FGT** 2, and **AWE** 3 with corresponding adjustments to his sill ranks and defenses
Young: Captain Marvel is really just a kid at heart, and sometimes makes foolish or impulsive choices

POWER OF SHAZAM

Captain Marvel's greatest weakness is that Billy Batson must speak the magic word "SHAZAM" to summon the lightning that transforms him from an ordinary twelve-year-old boy into the World's Mightiest Mortal. If Billy is gagged or otherwise prevented from speaking, he cannot say his magic word. Likewise, when Captain Marvel says it, even accidentally, he transforms back into Billy Batson. This is true for all of the Marvels; Black Adam, himself, has even been defeated previously by tricking him into saying the wizard's name, depriving him of his powers. This complication also uniquely makes Captain Marvel Junior the only super hero unable to say his own name out loud! (Since his magic phrase is "Captain Marvel" and doing so would turn him back into his mortal form of Freddy Freeman.)

On some occasions, the Marvels have been able to use the Power of Shazam for things other than simply assuming their heroic identities or returning to their ordinary selves, such as speaking the word and using the Speed of Mercury to dodge *behind* someone or something so that the magical lightning strikes them instead, doing Damage 19! This is a rare maneuver not listed in the Captain's game traits, better handled as a power stunt (see: **Power Stunts** under **Extra Effort** for details).

In the past, attacks with both "magical" and "lightning" descriptors have also been able to trigger the transformation the same as the bolts summoned by the Marvel Family's magic words. So, for example, a villain with magical lightning powers (or similar traits like weather control) *might* be able to cause the transformation. Such a complication can certainly make things more difficult for Captain Marvel when he is transformed against his will back into Billy Batson! There have also been cases (at least in Pre-Crisis continuity where the villain was able to acquire the powers of SHAZAM by diverting the lightning to themselves.

NOTE: Billy shares the power of Shazam with his sister Mary and Freddy Freeman. For every member of the Marvel family active, each suffers a –1 to STR and STA.

EARTH-2

The **Pre-Crisis Captain Marvel** did not live on Earth-1, with the rest of the DC Heroes – rather, he was the premier hero of Earth-S – guarded against the likes of Doctor Sivana and Mr. Mind, by the Marvel Family alone. Otherwise, the Pre-Crisis Captain Marvel was very much like his modern counterpart, albeit, operating on the higher-end, Pre-Crisis power-level. As the World's Mightiest Mortal, Captain Marvel's power was comparable to the near-indomitable physical strength of the Pre-Crisis Superman (See entry for: **Superman: Pre-Crisis**).

A battle between the two was set up to finally decide things, when Black Adam conspired with the Wizard to pit the two heroes against each other. Superman defeated his rival, but as the bulk of the battle occurred on Earth-1 – Superman's home – Captain Marvel was weaker than he would have been on Earth-S – his own home universe.

On the other hand, during the Crisis itself, the Pre-Crisis Supergirl (See entry for: **Supergirl: Pre-Crisis**) engaged the entire Marvel family on their home world, suggesting that the power difference was consistent in both universes. In any case, Pre-Crisis Captain Marvel is far more powerful than his modern counterpart. **(Str400)**

CAPTAIN MARVEL PRE-CRISIS PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
24	20	2	2	8	5	10	10

POWERS

Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *36 points*
Speed of Mercury: Array *(48 points)*
• Flight 24 (32,000,000 MPH) • *48 points*
• Dimensional Travel 1 (Rock of Eternity) • *1 point*
• Quickness 20 (2,000,000 MPH) • *1 point*
Stamina of Atlas: Protection 4, Impervious Toughness 20; Immunity 10 (Life Support) • *34 points*
Strength of Hercules: Enhanced Strength 12, Limited to Lifting (Lifting Str 36; 1,600,000 kilotons) • *12 points*
Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Interpose, *Jack-of-all-trades,* Move-by Action

SKILLS

Close Combat: Unarmed 5 (+11), Expertise: Radio Host 6 (+9), Insight 2 (+12), Perception 3 (+13)

OFFENSE

INITIATIVE +2

Unarmed +11	Close Damage 24

DEFENSE

DODGE	10	**FORTITUDE**	20
PARRY	10	**TOUGHNESS**	24
WILL	14		

POWER POINTS

ABILITIES	138	**SKILLS**	8
POWERS	150	**DEFENSES**	8
ADVANTAGES	3	**TOTAL**	307

COMPLICATIONS

Nemesis: Doctor Thaddeus Sivana.
Power Loss: No powers as Billy Batson. Captain Marvel can lose his powers if tricked into saying his magic word
Secret Identity: Billy Batson. In his normal identity, Billy has **STR** 0, **STA** 1, **FGT** 2, and **AWE** 3 with corresponding adjustments to his sill ranks and defenses

CAPTAIN MARVEL JUNIOR

Freddy Freeman was born in a New England fishing town, and lived with his parents David and Rebecca Freeman and his foster brother, Tim Karnes. When their parents perished in a boat accident, Freddy went to live with his maternal grandfather, Jacob, while Tim passed through a series of foster homes. By the time Freddy was a teenager, he lived in Fawcett City and attended the Binder School, with Billy Batson. There Freddy was a popular all-star athlete and honors student.

He and his Grampa Jacob were on a fishing trip on Fawcett Bay when Captain Marvel confronted the villain Captain Nazi nearby. When the defeated Captain Nazi plunged into the waters of the bay near their boat, Jacob and Freddy attempted to assist him, not knowing who he was. The Nazi villain repaid their efforts by attacking them, leaving Freddy seriously injured and his grandfather in a coma. Captain Marvel brought them both to a hospital, where he learned Freddy had a severely broken leg and damaged spine, and would likely never walk again. He and Mary Marvel took the injured Freddy to the Rock of Eternity and convinced the wizard Shazam to impart a portion of their power to him. Regaining consciousness, Freddy saw Captain Marvel and said his name, and, a bolt of magic lightning struck, transforming him into Captain Marvel Junior! After his grand-father died, the newest Marvel went after Captain Nazi for vengeance, and the other Marvels were forced to intervene to stop Junior from killing him. The Nazi criminal has been Junior's nemesis ever since that humiliating defeat. Although the Power of Shazam saved Freddy's life, his mortal form remained crippled: he can walk only with the aid of cane or crutch, his formerly broken leg still too weak to support him. **(Str90)**

CAPTAIN MARVEL JUNIOR PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	14	2	3	6	2	9	3

POWERS

Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*

Speed of Mercury: Array (30 points)

- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Stamina of Atlas: Protection 4, Impervious Toughness 19; Immunity 10 (Life Support) • *33 points*

Strength of Hercules: Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons) • *4 points*

Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • 18 *points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades

SKILLS

Athletics 4 (+21), Close Combat: Unarmed 5 (+11), Perception 1 (+11)

OFFENSE

INITIATIVE +2

Unarmed +11 — Close Damage 17

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	18
WILL	14		

POWER POINTS

ABILITIES	90	**SKILLS**	5
POWERS	110	**DEFENSES**	12
ADVANTAGES	0	**TOTAL**	217

COMPLICATIONS

Enemies: Captain Nazi and Sabbac
Power Loss: No powers as Freddy Freeman. Captain Marvel Jr. can lose his powers if tricked into saying his magic word
Secret Identity: Freddy Freeman. **Str** 1, **Sta** 1, **Agl** 0, **Fgt** 2, **Awe** 2, with the additional complication of being lame and must walk with a crutch.

MARY MARVEL

After murdering C.C. and Marilyn Batson and stealing the ancient amulet from the tomb of Teth-Adam, criminal archaeologist Theo Adam abducted the Batsons' young daughter, Mary. Adam's sister, a maid named Sarah Primm, took Mary into her care upon her brother's return to the United States. Primm eventually arranged for her employers, Nick and Nora Bromfield, to adopt Mary as their own daughter, using forged adoption papers. For years, Mary Bromfield lived with her wealthy adoptive parents, largely unaware of her prior life as Mary Batson, except for vague dreams about a brother and family she could not recall.

Mary's brother Billy became Captain Marvel and learned Mary was alive, but could not locate her. He searched for her in vain until Mary Bromfield entered a regional spelling bee in Fawcett City, with WHIZ radio personality Billy Batson as the emcee. Noticing the resemblance between Mary Bromfield and his lost sister, Billy investigated and discovered the forged adoption records, revealing she was indeed his sister. He went to the Bromfield estate with the records and Mary's childhood "Tawky Tawny" doll, his only memento of his sister, but thugs working for Sarah Primm kidnapped him before he could see her. Mary discovered the package containing the adoption records and the Tawky Tawny doll came to life, urging her to say "SHAZAM," summoning magic lightning, transforming her into Mary Marvel. She rescued her brother, who joined her as Captain Marvel to stop the crooks. **(Str90)**

MARY MARVEL PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	13	3	2	6	3	10	3

POWERS

Courage of Achilles: Enhanced Fighting 4, Enhanced Will 5, Impervious Will 10 • *23 points*
Speed of Mercury: Array (30 points)
- Flight 15 (64,000 MPH) • *30 points*
- Dimensional Travel 1 (Rock of Eternity) • *1 point*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Stamina of Atlas: Protection 4, Impervious Toughness 19; Immunity 10 (Life Support) • *30 points*
Strength of Hercules: Enhanced Strength 4, Limited to Lifting (Lifting Str21; 50,000 tons) • *4 points*
Wisdom of Solomon: Enhanced Advantages 4 (Assessment, Beginner's Luck, Eidetic Memory, Jack-of-all-trades), Enhanced Awareness 7 • *18 points*

ADVANTAGES

Assessment, Beginner's Luck, Eidetic Memory, Great Endurance, Interpose, Jack-of-all-trades

SKILLS

Close Combat: Unarmed 5 (+11), Insight 3 (+13), Perception 2 (+12)

OFFENSE

INITIATIVE +3

Unarmed +11	Close Damage 17

DEFENSE

DODGE	11	**FORTITUDE**	13
PARRY	11	**TOUGHNESS**	17
WILL	15		

POWER POINTS

ABILITIES	92	**SKILLS**	5
POWERS	110	**DEFENSES**	13
ADVANTAGES	0	**TOTAL**	220

COMPLICATIONS

Enemies: Black Adam, Dr. Sivana.
Power Loss:. Mary Marvel can lose her powers if tricked into saying her magic word Mary Batson. **STR** 0, **STA** 0, **FGT** 2, **AWE** 3 with adjustments to her other abilities.
Young: Mary Marvel is really just a teen-age girl, and sometimes makes foolish or impulsive choices

SHAZAM

9000 years ago, six deities chose a young man named **Shazam** to be their champion on Earth, and imbued him with a portion of their godly might. Using the magic word VLAREM, Shazam was able to call upon the strength of Voldar, the wisdom of Lumiun, the speed of Arel, the power of Ribalvei, the courage of Elbiam, and the stamina of Marzosh. Using his new abilities, Shazam battled the malevolent entities, Sin, Terror, and Wickedness – made manifest as the Three Faces of Evil – and imprisoned them within the Rock of Eternity, henceforth becoming their jailer for millennia to come. Later, he fathered the demons Blaze and Satanus, who would eventually become the rulers of Hades. Seeking atonement for siring such evil and to give Earth a new Champion, Shazam bestowed powers derived from the gods similar to those he had wielded centuries before to an Egyptian named Teth-Adam, later called Black Adam. This new champion soon turned on his patron, and Shazam was forced to strip Teth-Adam of his power.

Centuries later, in 1940, Shazam came to live in Fawcett City, were he fell into a state of amnesia, and was aided by a man named, CC Batson – father of Billy Batson. Unable to prevent CC's murder, Shazam took Billy and his sister, Mary, under his wing and transformed them into the Marvel Family.

SHAZAM PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	3	2	3	10	9	9	14

POWERS

Awareness: Senses 14 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition) • *14 points*

Immortality: Immunity 10 (Life Support) • *10 points*

Magic Shield: Protection 7 • *7 points*

Sorcery: Energy Control 22 (Variable Power, Any Powers listed) • *154 points*

Dimensional Travel: Movement 3 (Dimension Travel) • *6 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 10 (Member of the Quintessence), Connected, Diehard, Fearless, Great Endurance, Leadership, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise: Occult 15 (+25), Insight 10 (+21), Intimidation 5 (+23), Perception 14 (+22), Ranged Combat: (Magic Blast) 8 (+10)

OFFENSE

INITIATIVE +2

Magic Blast +10	Ranged, Damage 22
Unarmed +7	Close Damage 0

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	10/3*
WILL	17	*Without Magic Shield	

POWER POINTS

ABILITIES	80	**SKILLS**	26
POWERS	191	**DEFENSES**	26
ADVANTAGES	20	**TOTAL**	343

COMPLICATIONS

Enemies: Black Adam, Dr. Sivana.

Power of 'VLAREM!!!': Shazam can still speak the magic word, 'Vlarem' granting him Captain Marvel-like powers, albeit reduced to reflect his advanced age: **STR** 10, **STA** 10, **FGT** 6, with corresponding adjustments to her sill ranks and defenses, and all the standard 'Marvel-Family' powers at half-rank.

Age: Despite his great mystical power, Shazam's physical body is inevitably aging.

CATWOMAN

Selina Kyle learned life's harshest lessons early on. Her mother preferred spending time with her cats to anyone else, and committed suicide when Selina was only a child. Her abusive, alcoholic father drank himself to death not long thereafter. Selina was separated from her sister Magdalene (Maggie) and placed in the Sprang Hall Juvenile Center—a corrupt and abusive state home for girls—while Maggie went to an orphanage.

At age 13, Selina discovered Sprang Hall's administrator was embezzling funds and confronted her. Attempting to cover up the crime, the administrator put Selina in a sack and dropped her in the river to drown, but she managed to escape. Breaking into the hall, she stole documentation of the embezzlement, which she used to blackmail the administrator into erasing all record of "Selina Kyle" before stealing her diamond necklace and disappearing into the alleys of the East End of Gotham City.

There, Selina found refuge with Mama Fortuna, the elderly leader of a gang of child thieves. She learned to sneak and to steal, but tired of the way "Mama" treated "her children" and ran away.

Selina became a capable thief and cat burglar, known in Gotham's East End for sharing some of her take with the desperate and downtrodden. She learned martial arts from "the Armless Master" at a back-alley dojo and studied boxing with heavyweight champ Ted Grant (Wildcat).

While posing as a dominatrix in order to gain information about potential targets, Selina acquired and learned to wield a cat-o'-nine-tails, which she held on to as a keepsake. It later helped inspire her career as the costumed "**Catwoman**," using her gymnastic and fighting skills as a cat burglar in Gotham City. The police could not catch her, but the Batman was an altogether different matter.

Sparks flew between Catwoman and the Batman right from the beginning. He attempted to convince Selina to give up her life of crime, and she was tempted – and even tried – on a number of occasions, but circumstances combined with the lure of the excitement and challenge of her criminal life, always pulled her off the straight-and-narrow. **(Str7)**

PERSONALITY

Catwoman is much like her namesake - she is sensuous, flirtatious, and temperamental. She enjoys the challenge and thrills of her chosen profession, as well as playing "cat-and-mouse" with both the police and the heroes that try and stop her. Selina is territorial and will ruthlessly defend those people that she cares about, while also sharing a portion of her ill-gotten gains with those in need.

POWERS AND ABILITIES

Catwoman has no metahuman abilities, but is a highly skilled athlete, cat-burglar, and combatant, both unarmed and wielding her signature bullwhip.

In addition to the listed equipment, you can assume Catwoman has access to a complete range of burglar's tools and similar items. She's known for carrying plastic restraints and duct-tape to bind and gag targets before she robs them, for example, and usually has a set of lockpicks on her person. While she prefers a more maneuverable motorcycle (better for the tight alleys of parts of Gotham) she has been known to drive various cars as well, often stolen.

REAL NAME: SELINA KYLE
OCCUPATION: CAT BURGLAR
BASE: GOTHAM CITY'S EAST END **AFFILIATION:** NONE
HEIGHT: 5' 7" **WEIGHT:** 133 LBS
EYES: BLUE GREEN **HAIR:** BLACK

CATWOMAN PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	6	6	8	3	4	4

EQUIPMENT

Cat's Claws: Strength-based Damage 2 • *2 points*
Climbing Gear: Movement 1 (Wall-crawling) • *2 points*
Bullwhip: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
VEHICLE: MOTORCYCLE • *10 POINTS*
STR 1 SPD 6, DEF 0, TOU 8, Navigation System

ADVANTAGES

Attractive, Close Attack 2, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 4, Evasion, Hide in Plain Sight, Improved Initiative, Improvised Tools, Instant Up, Move-by Attack, Precise Attack (Close, Cover), Quick Draw, Ranged Attack 3, Seize Initiative, Skill Mastery (Sleight of Hand), Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+14), Athletics 10 (+2), Deception 10 (+14), Close Combat: Bullwhip 4 (+14), Close Combat: Unarmed 3 (+13), Expertise: Burglar 10 (+13), Insight 8 (+12), Intimidation 4 (+8), Investigation 5 (+8), Perception 8 (+12), Persuasion 10 (+14), Stealth 8 (+14), Sleight of Hand 8 (+14), Technology 4 (+7), Vehicles 4 (+10)

OFFENSE

INITIATIVE +6

Claws +13	Close Damage 4
Bullwhip +14	Close (Reach 2), Damage 4
Unarmed +13	Close, Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/3
WILL	11	*Without Defensive Roll	

POWER POINTS

ABILITIES	72	**SKILLS**	52
POWERS	0	**DEFENSES**	26
ADVANTAGES	28	**TOTAL**	178

COMPLICATIONS

Allies: Catwoman prefers to work alone, although she has from time to time cooperated with allies on both sides of the law, from Batman and the Birds of Prey, to Holly Robinson, to some of Batman's foes or Gotham's criminal element.
Enemies: Catwoman has been one of Batman's most capable and elusive foes (and an occasional ally), and their ongoing romantic attraction has always posed a challenge for the Dark Knight.
Fetish: Selena as a thing for cats, and always keeps several as pets, up to an including the occasional black panther, and she also used them as minions.
Obsession: Selina has a difficult time resisting a thrilling challenge, especially if it involves cats or pretty, shiny baubles
Relationship: Catwoman has strong feelings for Batman that can distract from her other goals

PLANNING THE "PURR-FECT" CRIME

Catwoman is a foe who tries to stay one step ahead of the heroes, who usually have to do some investigating to catch up with her. Although she has a fondness for cat-themed targets (priceless Egyptian cat statues, "cat's eye" gems, and such) she doesn't focus on them exclusively, and can be quite pragmatic when it comes to picking her marks. She's fond of robbing homes of the wealthy of pretty baubles and trinkets she feels they will "never miss." Her habit of sharing the wealth in and around the East End neighborhood of Gotham has earned her a considerable reputation with the locals, who tend to look out for her, and are less likely to cooperate with any strangers (especially badges or masks) who come looking. Make liberal uses of distractions to aid in Catwoman's getaway from initial encounters with the heroes. While she avoids the use of lethal force, Selina has no problem with "playing dirty" and may set up certain diversions in advance to get the heroes' attention and allow her time to escape. Once she has disappeared among the rooftops, she can be almost impossible to find. Among other things, Catwoman's Deception skill makes her an expert in disguise, and she has been known to adopt different guises to get close to her targets and gain their trust, as well as to escape pursuit or anyone searching for her.

CAVE WOMAN

Meriem Cecilbie Cooper was born in July 1980 to parents Robert Adam Cooper and Gail Nicole Reicher, in the town of Marshville, Oregon. After Robert died of unknown causes, Gail turned to drugs, which leads her to fall in with an unsavory group of men. Eventually wanting to sever her ties with this group for Meriem's sake, Gail sought the help of Meriem's scientist-inventor AND time-traveler, grandfather, Francis Peacock Reicher, affectionately called 'Gramp' who demonstrates seemingly superhuman abilities, in rescuing Meriem and taking her away on a hover-cycle from the future.

At Gramp's laboratory, Meriem discovers his time machine and a body-enhancing device that allows a living being to survive the physically dangerous process of traveling through the time stream. It is here that she first met Klyde, Gramp's 15-foot-tall lab gorilla who had been accidentally altered by the body enhancer. Gramp however, was on the run from a secret branch of the government and, after enhancing Meriem as well, he, Meriem and Kylde escaped through time back to the age of dinosaurs.

Gramp was eventually killed by a Tyrannosaurus leaving Merium to fend for herself in the prehistoric jungle. Growing into a buxom 19-year-old bombshell, Meriem had lived in the local jungles naked (minus her hunting weapons), savage, happy, and free. Dinosaurs learned to fear her. Meriem eventually reunited with Klyde, and returned to the cave where she and Gramps had settled down.

Not wanting to be a naked savage anymore, Merium eventually made a jungle bikini (with dinosaur teeth hanging on the strings) out of a leopard-printed snakeskin blanket. She also avenged her grandfather by slaying the T. rex responsible for killing him, but rescued two Tyrannosaurus hatchlings from Velociraptors. One of the two, which she named 'Harmony' became Meriem's companion while its litter-mate, named 'Peace' became her enemy.

Fluctuations created by Gramps time-machine eventually created over-laps in the time-stream, transporting Meriem and parts of her prehistoric jungle into modern cities, and vice-versa. She has also been recently visited by Gramp's ghost. **(Str25)**

PERSONALITY

Merium is a bit naive which to the ways of civilization, which is natural enough considering she was raised in a prehistoric jungle. Likewise she is also free of the pettiness of modern society, and is nakedly open and honest, as well as being quite brave and selfless. She has had a lot of tragedy in her life, but remains a cheerful soul, who loves both people and animals, particularly dinosaurs and giant apes.

POWERS AND ABILITIES

Meriem's abilities come from her enhanced molecular structure. At 5'8", she weighs 350 lbs and is strong enough to rip a Velociraptor's arm out of its socket, or leap through the trees with a grown man on her back. Meriem is also highly resistant to injury able to withstand small caliber gunshots, bites from Velociraptors, or survive falls from great heights. It would talk something along the lines of a T. rex bite or armor piercing rounds to injure her. She also heals at an extraordinary rate.

Besides her physical attributes, Merium also has a lifetime of survival skills, and her agility, and senses of sight, smell, and hearing are all honed to peak-human levels. She is skilled with primitive weapons, like knives, bows, and spears.

REAL NAME: MERIEM CECILBIE COOPER
OCCUPATION: ADVENTURER
BASE: MARSHVILLE, OR **AFFILIATION:** NOW
HEIGHT: 5' 8" **WEIGHT:** 350 LBS
EYES: BLUE **HAIR:** BROWN

CAVEWOMAN PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7	5	7	7	7	3	3	3

POWERS

Enhanced Physiology: Enhanced Stamina 1 Impervious Toughness 6 • *7 points*
Jungle Queen: Enhanced Skills 6 (Acrobatics 2, Survival 2, Stealth 2, Limited to Jungle environments), Enhanced Skill 6 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) • *20 points*

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Close Attack 3, Defensive Roll 3, Diehard, Equipment 2, Improved Critical (Knife), Improved Initiative, Instant Up, Languages (Sign Language), Power Attack, Uncanny Dodge

SKILLS

Acrobatics 9 (+16), Athletics 10 (+15), Close Combat (Unarmed) 3 (+10), Expertise (Jungle) 8 (+11), Expertise (Survival) 8 (+11), Insight 4 (+12), Intimidate 12 (+22), Investigate 4 (+7), Perception 6 (+9), Persuasion 6 (+9), Ranged Attack (spear, bow) 1 (+8), Stealth 3 (+10)

OFFENSE

INITIATIVE +7

Bow +8	Ranged, Damage 5, Crit. 19-20
Knife +10	Close, Damage 9, Crit 19-20
Spear +8	Ranged, Damage 10, Crit. 19-20
Unarmed +10	Close Damage 7

DEFENSE

DODGE	11	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	9/5*
WILL	7	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	84	**SKILLS**	36
POWERS	27	**DEFENSES**	15
ADVANTAGES	18	**TOTAL**	180

COMPLICATIONS

Relationships: Meriem's primary human relationship is with Bruce Kabbit. She is also close with the giant gorilla, Klyde, and the T. rex, Harmony.
Responsibility: Merium will try to protect strangers venturing into her prehistoric environment
Maiden Modesty: Merium manages to find herself in a remarkably high number of circumstances without her clothes on.

CELESTIALS

The Celestials are a star-faring race of gigantic, armored beings of untold cosmic power. The origin of these two-thousand foot giants is unknown, but their collective might may be sufficient to challenge the greatest powers in the universe.

The Celestials travel space in 'Hosts' of less than a dozen members, locating nascent sentient races and manipulating their genetic make-up, and then returning at some point in the future to judge whether a race has developed successfully enough to be allowed to continue. Each individual Celestial is tasked with one function in the planetary analysis, and those races that fail to measure up are destroyed.

On Earth, the Celestials created the alternate human races of Eternals and Deviants, and – more importantly – placed a half-twist into the genes of general humanity, allowing the potential for benign mutation under conditions of increased radioactivity.

During other visits, the Celestial Hosts sank Lemuria to prevent the success of the Deviant line and threatened to seal the dimensional nexus to prevent the interference of extra dimensional beings – an excursion in which the Celestials withstood an assault from the collective might of Asgard.

The Celestials are the most enigmatic of cosmic beings, and except for the methodical execution of their master plan, take no notice of lesser mortals

PERSONALITY

Celestials are completely enigmatic and aloof, taking no more notice of mortal beings than bacteria. They mind nothing but their Celestial Plan, although they will take part in crisis of universal scope such as the Infinity Gauntlet affair..

POWERS AND ABILITIES

The Celestials possess untold cosmic power, rivaling or surpassing the most powerful beings in the universe.

Among their more rudimentary abilities is the release of energy with enormous concussive or explosive force, travel through dimensions, the transmutation of lesser beings, and the ability to manifest themselves on several planets at once.

Celestials appear as gigantic, monolithic, two-thousand foot tall armored humanoids. Their armor varies with their function (as does their size), but it has been revealed that beneath their armor is a sort of sub-dimension, suggesting that the Celestials are no longer quite physical beings – not quite abstract (although their power rivals and surpasses many abstract beings), but are instead energy beings who are contained by their armor.

NOTE: To mortals, the Celestials usually appear as armored giants with **Growth 35**, but this is an X-level manifestation and has no effect on their abilities.

X-Level: The stat-boxes are the Celestials as playable **PL23-25** entities. At X-level, they are **PLX3** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x3=60**) on all rolls

BASE: MOBILE
KNOWN MEMBERS: ARISHEM, DREAMING CELESTIAL, EARTH 4280 CELESTIALS, ESON, EXITAR, GAMMENON, HARGEN, JEMIAH, NEZAR, ONE ABOVE ALL, ONEG, TEFRAL, ZIRAN
HEADQUARTERS: CELESTIAL MOTHERSHIP
VEHICLES: SPACESHIP

ARISHEM

Arishem is the first Celestial to visit a planet when the time for judgment occurs. If he decides against a race, he summons Exitar to destroy the race. Arishem has in his palm the formula he uses to decide whether a race will live or die. Arishem has led all Four Celestial Hosts on Earth, as well as Fourth Host on the planet called Pangoria (judged unworthy of life) and a Fifth Host on an unnamed planet in a distant galaxy. He was also the leader among the delegation of Celestials who waged war on the Watchers in an unknown galaxy. **(Str2500)**

ARISHEM PLX3/PLX25 1045 POINTS

Str 34 **Sta** 34 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 35

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need.

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 35), Unarmed +12 (Close Damage 34)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 34, Will 20

Totals: Abilities 294 + Powers 662 + Advantages 44 + Skills 39 + Defenses 6 = 1045

DREAMING CELESTIAL

A renegade Celestial who, during the Second Host, committed a crime "against life itself" (which was in fact murdering another Celestial) and was exiled by his brethren. His spirit was ripped from his body and placed in a device known as the Vial, which was sealed under the Diablo Mountains in California. He slept there until the Deviant Priestlord Ghaur discovered the Vial and drank the essence of the Dreaming Celestial, giving him the height and power of a Celestial. The Dreaming Celestial took advantage of this opportunity and began mentally controlling Ghaur in order to be freed. An intervention by the Avengers and the Eternals led to the plan's downfall and the Vial was sealed once more.

The Dreaming Celestial, while still trapped in his Diablo Mountain prison, sensed the rebirth of *Ghaur* and caused an Earthquake while tossing and turning uncontrollably in his "bed."

After the events of Heroes Reborn, the Dreaming Celestial found a loophole out of his prison and into the Heroes Reborn Universe. There, he learned the Celestial Ashema guarded this Pocket Universe and that the only way out was through her. However, he found himself opposed by Dr. Doom, Lancer, Technarx, and several other heroes. Eventually The Dreaming Celestial captured Ashema and escaped to our Universe, where he was finally thwarted by Doom and the Fantastic Four.

He awoke again in an alternate future (as seen in *Fantastic Four* #339-340) and turned the world- devourer Galactus into a weapon that would consume the entire Universe, enabling him to become the Nucleus and Founder of a new, darker reality. However, the Fantastic Four, Thor, Iron Man and the Shi'ar race were able to avert this by causing Galactus to consume the Renegade. **(Str2600)**

DREAMING CELESTIAL PLX3/PLX25 1045 POINTS

Str 34 **Sta** 34 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 35

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 35), Unarmed +12 (Close Damage 34)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 34, Will 20

Totals: Abilities 294 + Powers 662 + Advantages 44 + Skills 39 + Defenses 6 = 1045

Complications: The Dreaming Celestial – Tiamut – also known as the Great Renegade is estranged from his Celestial kin, who imprisoned him for centuries beneath the surface of the Earth. He also has enmity with many other Cosmic Forces, including Galactus, but his rebellion against the natural order was pardoned by the One Above All, who declared it an ascension to a higher state of existence.

EARTH-4280 CELESTIALS

The Mad Celestials were a group of four renegades from the alternate reality of Earth 4280, and were set into motion to correct the multiversal manipulations of the Council of Reeds – a group formed of alternate reality versions of the Fantastic Four's Reed Richards who had gathered together to deal with threats that carried across multiversal dimensions.

These Celestials (which, oddly, morphed from alternate versions of familiar mainstream Celestials like Arishem and Nezar into unrecognizable forms) traversed across the universes, destroying every incarnation of Reed Richards, until finally arriving at mainstream Marvel Earth. The Mad Celestials' rampage was ultimately stopped before they could kill the last Reed Richards and destroy mainstream Earth, primarily due to the intervention of the grown-up, cosmically-powered future son of Reed Richards, Franklin, and the World Devouring Galactus. **(Str2500)**

EARTH-4280 PLX3/PLX23 1027 POINTS

Str 34 **Sta** 34 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 231-point Array, **AE: Cosmic Energy:** Energy Control 33 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 33

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 33), Unarmed +12 (Close Damage 33)

Defense Dodge 10, Parry 10, Fortitude Immune, Toughness 33, Will 20

Totals: Abilities 290 + Powers 648 + Advantages 44 + Skills 39 + Defenses 6 = 1027

Complications: Enemies: Franklin Richards, Galactus; **Mad Gods:** The 4280 Celestials have run rogue across the multiverse, and likely could not claim the cosmic contacts of most Celestials' **Super-Celestial:** The 4280 Celestials can combine into a larger Celestial with STR, STA, TOU, and all powers at 40. **NOTE:** In their early encounters, the Earth 4280 Celestials were presented as counterparts of 616 individuals, although their appearance morphed over time. Their leader presumably had stats similar to Arishem.

EXITAR

Exitar is an enormous Celestial (manifests as Growth 40) that appears on a world if Arishem has condemned it. After a short period to gather his energies, Exitar acts. First, he throws a force field around the planet, then he exterminates the condemned race. Once that is accomplished, he cleanses the world and rebuilds it in order that other life may flourish there. Obviously, Exitar's destructive power goes far beyond the scope of any one planet (as does all Celestials) and it may be possible that he performs this function on a much larger scale. While Exitar appears to be the most powerful known Celestial, he simply acts as any other member of the Host performing his specific function. **(Str3000)**

EXITAR — PLX3/PLX25 1049 POINTS

Str 35 **Sta** 35 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 35

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 35), Unarmed +12 (Close Damage 35)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 35, Will 20

Totals: Abilities 298 + Powers 662 + Advantages 44 + Skills 39 + Defenses 6 = 1049

Complications: Exitar was supposedly destroyed by Susan Richards, who channeled the power of Hyperspace. Because death is uncertain for beings of this magnitude, it is doubtful that this is the last the universe has seen of Exitar.

ONE ABOVE ALL

This Celestial acts as the coordinator for the rest of the Host. He remains in their base ship while the rest of the Host roams the planet below. Not much is known about him; however, both X-Factor and Thor have encountered him. Notably, he has rescued Gilgamesh the "Forgotten", after a Deviant nuclear bomb), and dispatched him to Olympia to tell both Eternals and gods not to interfere in the Celestial's judgment.

NOTE: This Celestial should not be confused with the 'One Above All' who is the Supreme Being of the Marvel Universe. (Str2500)

ONE ABOVE ALL PLX3/PLX25 1045 POINTS

Str 34 **Sta** 34 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30**, Untold Cosmic Power:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 35

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 35), Unarmed +12 (Close Damage 34)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 34, Will 20

Totals: Abilities 294 + Powers 662 + Advantages 44 + Skills 39 + Defenses 6 = 1045

CELESTIAL HOST

The following represent 'standard' Celestials – members of the Prime **Celestial Host**, but not occupying any particular leadership position, and nothing particularly to distinguish them other than the variance in their individual tasks. While these are top-tier Celestials, they are not generally considered to be up to the levels of Arishem, the Dreaming Celestial, Exitar, or the One Above All. They can all be more or less represented by the following stats, with specific adjustments made to reflect their individual tasks as members of the Celestial Host. **(Str2500)**

CELESTIAL PLX3/PLX23 1027 POINTS

Str 33 **Sta** 33 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 231-point Array, **AE: Cosmic Energy:** Energy Control 33 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 33

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 33), Unarmed +12 (Close Damage 33)

Defense Dodge 10, Parry 10, Fortitude Immune, Toughness 33, Will 20

Totals: Abilities 290 + Powers 648 + Advantages 44 + Skills 39 + Defenses 6 = 1027

Complications: Relationships: The enigmatic Celestials have no known contacts other than each other, although they have been demonstrated to act upon the will of Eternity. Their high power-levels would also presume high level contacts with the rest of the Universe's cosmic community, up to and including the Living Tribunal. **Shape Fit To Function:** Each Celestial has its own task within the Host and will carry tools, and sometimes weapons suited to their task.

Eson the Searcher: Eson is the first Celestial to visit a given planet. He arrives when life there has yet to evolve into intelligence. Eson was the Celestial that destroyed the legendary isle of Lemuria.

Gammenon the Gatherer: His purpose is to locate and gather specimens of each lifeform found on the planet under study. He reports to Jemiah and often travels with Eson.

Hargen the Measurer: Hargen collects the data that Nezar uses to determine the probable futures of the lifeforms under examination.

Jemiah the Analyzer: Jemiah acts in concert with Gammenon, analyzing all of the specimens given to him by the Gatherer.

Nezar the Calculator: Nezar is able to use Hargen's data to determine the probable future of the lifeforms under examination. He has Class 5000 accuracy.

Oneg the Prober: Oneg appears along with the rest of the Celestial Host. He explores the actual planet itself rather than the lifeforms there.

Tefral the Surveyor: Tefral specializes in surveying the landscape. He is one of the few Celestials that actually explore the planet during the First Hosts He studies the surface features of the planet under examination, including the structures built by the dominant race

Ziran the Tester: Ziran is the Celestial that tests the stability of genes and such in the lifeforms they have evolved. He sends them through a series of tests until they are ready to go back to the Planet to start their new lives He also studies the actions of the chosen race, especially their reaction to the Celestial's presence.

Other Known Celestials: There are other members of the Celestial race besides those who have appeared with the Earthly Hosts. Presumably, they share normal Celestial abilities, although their specific stats have never been quantified:

Ashema the Listener: A female Celestial who took human form to interact with Franklin Richards.

Devron the Experimenter — A lower-cast Celestial assigned to watch over Earth alongside Gamiel the Manipulator. Unlike most Celestials, Devron is only 10' tall and presumably much less powerful.

Gamiel the Manipulator: Another miniature Celestial who, like Devron, was assigned to watch over Earth. **The Red Celestial**: This Celestial was the one who helped bring the "Blue" Celestial into this Universe. Its name is unknown but it appears its job is midwifery.

The Blue Celestial: The first ever documented Celestial that was seen born. It was made from the genetic material of the Black Galaxy.

The Red/Blue Judge: The second known Celestial with the right to judge worlds.

Monolith Gatherer: A Celestial similar to Arishem despite the fact that his armor is red and purple.

Scathan the Approver: A Celestial from an alternate future, summoned by the Living Tribunal to battle the godlike being known as the Protégé. It is speculated that Scathan was actually a representative of the True Beyonders and not the Celestials. Considering that Scathan actually came to the aid of the Living Tribunal to overcome the Protégé implies that this Celestial might be considerably more powerful than any others known.

CLASH OF THE TITANS

Clash of the Titans is the story of Perseus, of Greek Mythology, mortal son of Zeus and a human woman – Princess Danae of Argos. When Danae's father, King Acrisius condemns the Princess and the infant Perseus to be cast into the sea in a casket, Zeus saves them and commands Poseidon to 'release the Kraken' and destroy the entire city of Argos.

Years pass and Perseus grows to manhood unaware of his heritage, but he is thrust into godly affairs when the goddess Thetis transports him to the city of Joppa, in a fit of pique after Zeus transforms her own half-mortal son, Calibos, into a misshapen beast as punishment for his cruel nature.

Perseus enters Joppa, in the company of the old philosopher Ammon, where he competes for the hand of the Princess Andromeda through a ritual (under punishment from the gods) in which suitors are required to answer impossible riddles or be burned at the stake. Stealing into the Princess' quarters late at night, Perseus sees Andromeda (in a trance-like state) carried off in a cage by a giant vulture. Capturing and taming the winged horse, Pegasus, Perseus flies off after Andromeda, and discovers her at the lair of Calibos, who is supplying her with the latest riddle. After Andromeda leaves, Calibos discovers Perseus and attacks him, but Perseus cuts off Calibos' hand and escapes.

Back in the city of Joppa, Perseus wins the hand of Andromeda by correctly answering the riddle. There follows a brief celebration until Andromeda's mother, the vain Queen Cassiopeia, foolishly declares her daughter more beautiful than Thetis herself. Already enraged at the injuries to her son, Calibos, the vengeful goddess orders Andromeda to be sacrificed to the Kraken.

Having only days to find a means to defeat the Kraken, Perseus seeks out the Stygian Witches, who advise him to kill Medusa the Gorgon, whose stare can turn living things to stone.

Traveling with a squadron of the Queen's soldiers, Perseus journeys to the lair of Medusa, on the Isle of the Dead. After battling past the two-headed hellhound, Dioskilos, Medusa's guard dog, Perseus and the solders engage the Gorgon in a deadly cat and mouse game, which only Perseus survives, managing to sever Medusa's head and slay the gorgon.

Meanwhile, back in the city of Joppa, Andromeda has been chained to a sacrificial rock. The Kraken rises from the sea, ready to claim its helpless victim. But Perseus appears on the scene at the last moment, riding the great winged stallion, Pegasus, holding the head of Medusa before the Kraken. The Gorgon's face, even in death, is enough to transform the Kraken to stone, and Andromeda, as well as the city of Joppa are saved. Perseus and Andromeda are reunited and are immortalized in the stars by Zeus.

NOTE: *Clash of the Titans* was the last film of special effects magician, Ray Harryhausen, and while the film as a whole is considered a bit of a let-down from hard-core fans, especially considering he was working with a large budget for the first time – the film does have several iconic moments that have endured – notably the scene where Perseus stalks Medusa in the fire-lit chamber, and most particularly, the pop-culture catch-phrase, "Release the Kraken." Recently redone with snazzy modern special effects to replace the old stop-motion, although manages to jettison most of the human drama, by discarding Perseus and Andromeda's love interest in favor of rather boring daddy issues with Zeus.

SETTING: ANCIENT GREECE
BEST-KNOWN CHARACTERS: ANDROMEDA, CALIBOS, CASSIOPEIA, KRAKEN, MEDUSA, PEGASUS, PERSEUS,
GENRE: MYTHOLOGICAL FANTASY

PERSEUS

Perseus is the demigod son of Zeus and the human Princess Danae. When Danae's father cast her and her newborn child into the ocean, Zeus sent the infant and his mother to a small fishing village, where Perseus grew to manhood. Perseus had no idea of his godly heritage until the jealous goddess Thetis initiated the chain of events that would set the young hero against the gods themselves. **(Str8)**

PERSEUS — PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	4	4	6	2	2	3

EQUIPMENT

Helmet of Invisibility: Visual Concealment 4 • *8 points*
Shield: Protection 3 - *3 points*
Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, Benefit 3 [Status (son of Zeus), Close Attack (Melee) 2, Defensive Roll 3, Diehard, Equipment (Sword and Shield), Fearless, Improved Critical (Sword), Skill Mastery (horsemanship)

SKILLS

Acrobatics 4 (+8), Athletics 4 (+6), Close Combat: Sword 2 (+10), Expertise: Horsemanship 8 (+12), 6 (+8), Perception 4 (+6), Stealth 6 (+10)

OFFENSE

INITIATIVE +4

Sword +10	Close Damage 5 Crit. 19-20
Unarmed +6	Close Damage 2

DEFENSE

DODGE	10	**FORTITUDE**	3
PARRY	10	**TOUGHNESS**	6/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	52	**SKILLS**	15
POWERS	0	**DEFENSES**	16
ADVANTAGES	14	**TOTAL**	97

COMPLICATIONS

Enemies: Calibos, once engaged to Andromeda, hates Perseus. His mother Thetis resents Perseus as Zeus's son.
Relationships: Perseus loves Princess Andromeda, and is friends with the philosopher, Ammon. He is the son of Zeus.
World Famous: As part of the Fantastic Four, Johnny is one of the most well-known heroes in the world.

ANDROMEDA

Andromeda was the most beautiful maiden in the land, cursed by betrothal to Calibos, evil son of the goddess, Thetis. After Calibos was punished and deformed by Zeus, Andromeda was forbidden to take anyone's hand unless they solve an impossible riddle. She was forced to watch as suitor after suitor was sent to death.
Andromeda was finally saved by Perseus, who first won, and then asked, for her hand, only to be promptly cursed again, when her mother arrogantly compared Andromeda's beauty to Thetis, who demanded the Princess be sacrificed to the Kraken. **(Str3)**

ANDROMEDA — PL3 30 POINTS

Abilities: Str -1 **Sta** 0 **Agi** 1 **Dex** 1 **Fgt** 0 **Int** 1 **Awe** 1 **Pre** 1

Advantages: Attractive, Benefit 3 (Princess of Joppa)

Skills: Insight 4 (+5), Perception 4 (+5), Persuasion 5 (+17), Stealth 4 (+6)

Offense: Unarmed 0, Close Damage -1

Defense: Dodge 4, Parry 3, Fortitude 1, Will 5, Toughness 0

Totals: Abilities 8 + Powers 0 + Advantages 4 + Skills 8 + Defenses +10 = 30

KRAKEN

The Kraken was a massive monster, resembling a giant merman with multiple tentacles, (a squid-like beak in the original version and a fanged, starfish gullet in the update). It is said to have wrestled Zeus, and that among all the gods, only Zeus and his brother Poseidon could control it.

The mighty Kraken's physical invulnerability however, proved useless against the Gorgon's Stare. When Perseus showed it the face of Medusa, the Kraken was turned to stone, that crumbled under its own weight, collapsing into the sea. **(Str300)**

KRAKEN PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
23	23	0	1	12	-3	3	0

POWERS

Aquatic: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *12 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every movement), Growth 21 (Innate; Permanent), Strike 6 • *58 points*

Invulnerability: Impervious Toughness 21 • *21 points*

Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

Tentacles: Extra Limbs 2, Multiple Attack 2 • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Fearless, Improved Grab, Improved Hold, Improved Trip, Power Attack

SKILLS

Intimidation 10 (+10)

OFFENSE

INITIATIVE +0

Tentacles +12 — Close (Reach 20) Damage 23

DEFENSE

DODGE	-2	**FORTITUDE**	23
PARRY	2	**TOUGHNESS**	23
WILL	4		

POWER POINTS

ABILITIES	34	**SKILLS**	5
POWERS	101	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	158

COMPLICATIONS

Enemies: Greek Gods, Titans, Perseus

Reputation: The words 'Release the Kraken' have become a catch-phrase for ultimate sanction.

PUNISHMENT OF THE GODS

The mighty Kraken is Zeus' ultimate punishment to be visited upon god or mortal. Stories of the monster's origins differ – by some accounts the Kraken is alleged to be the last of the Titans, with other stories suggesting that the Kraken was a living weapon created by Hades to destroy the Titans.

In point of fact, in ancient myth, the sea monster that came for Andromeda was the mighty whale, Ceto, and the word 'Kraken' actually referred to a monster more resembling a monstrous giant squid.

In any case, the monster is all but unstoppable by any force on Earth, and is rightly feared by the mightiest gods, and respected even by Skyfathers such as Zeus himself.

MEDUSA

Medusa is the daughter of the sea god Phorcys, one of the three 'Gorgon' sisters, and she was once very beautiful, but after having transgressed in the temple of Aphrodite (Athena in the original Greek legend), the angry goddess turned her hair into writhing serpents and cursed her with a stare that turned all living things into stone. In some treatments, Medusa's face remained beautiful – an element that was developed in the 2010 CGI remake, where her face morphed into a hideous rictus whenever she caught a victim in her stare. **(Str20/30)**

MEDUSA PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	6	3	3	7	0	2	2

POWERS

Gorgon's Stare: Perception Range Affliction 19 (Dazed and Hindered/Defenseless and Immobile/Transformed and Unaware; Resisted by Will; Continuous, Extra Condition, Progressive, Visual Sense-Dependent) • *152 points*
Poison Blood: Affliction 11, Damage 11 (acid) • *22 points*
Serpent's Body 'Constrictor's Coils': Strength-based Damage 4 (limited: Suffocation only, must score a successful grapple), Movement 1 (Slithering), Protection 1 • *7 points*
Snake Hair: Venomous Bite: Affliction 11 (Resisted by Fortitude; Dazed, Stunned, Incapacitated, Paralyzed) Weaken Stamina 11 • *22 points*

ADVANTAGES

Fast Grab, Improved Initiative, Startle

SKILLS

Deception 5 (+7), Intimidation 5 (+7), Perception 5 (+7), Persuasion 5 (+7), Ranged Combat (Bows) 5 (+12), Stealth 5 (+8)

OFFENSE

INITIATIVE +7

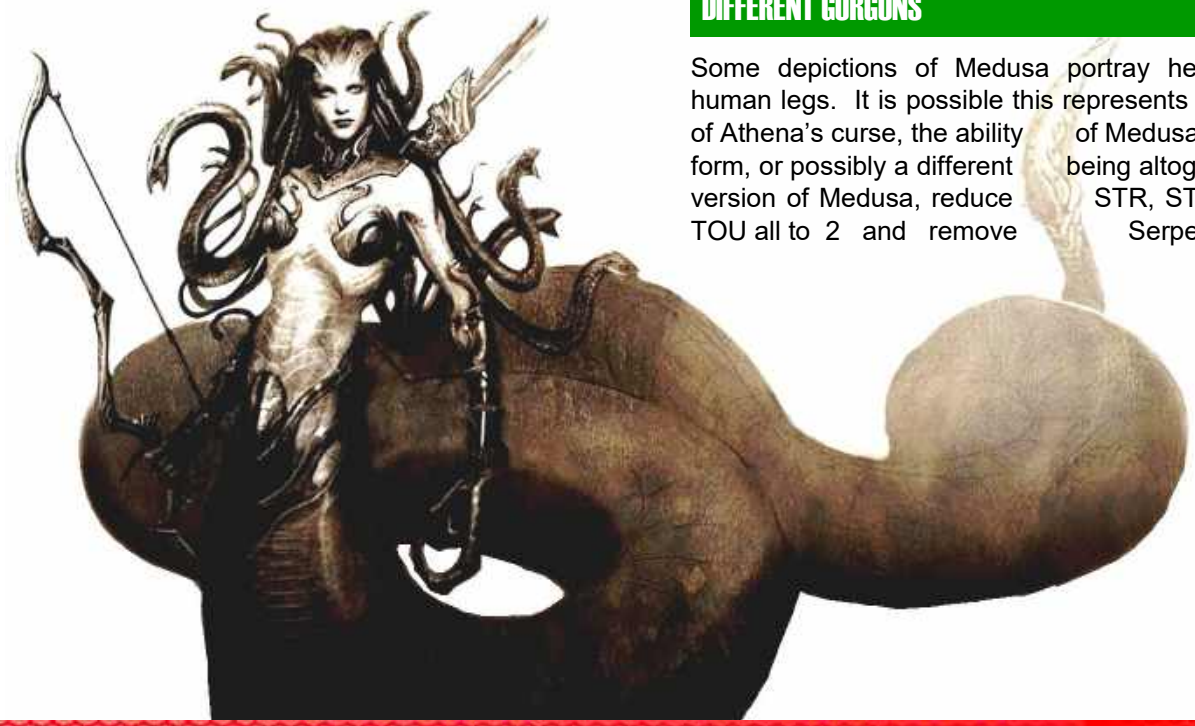
Gorgon's Stare	Perception Ranged, Affliction 19
Coils +7	Close Damage 10
Unarmed +7	Close, Damage 6
Venomous Bite +7	Affliction +11, Weaken, (DC 17)

DEFENSE

DODGE	6	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	7
WILL	6		

POWER POINTS

ABILITIES	58	**SKILLS**	15
POWERS	203	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	262



DIFFERENT GORGONS

Some depictions of Medusa portray her with normal human legs. It is possible this represents varying stages of Athena's curse, the ability of Medusa to change her form, or possibly a different being altogether. For this version of Medusa, reduce STR, STA, FORT, and TOU all to 2 and remove Serpent's Body.

DIOSKILOS

Dioskilos was the guardian of Medusa's shrine – a vicious, two•headed wolf-dog that kills one of the Queen's soldiers before it is slain by Perseus.
Dioskilos has no actual counterpart in the Perseus legend and was based on the three-headed hellhound, Cerberus, of ancient Greek mythology, who guarded the gates of Hell. **(Str10)**

DIOSKILOS	PL6 37 POINTS
Abilities: Str 3 **Sta** 3 **Agi** 2 **Dex** 0 **Fgt** 4 **Int** -2 **Awe** 2 **Pre** -2	
Senses: Senses 3 (Low-light Vision, Scent, Track) – *3 points* Speed 4 (30 MPH), **Teeth:** Strength-based Damage 1 **Two-Headed:** Extra Limbs 1 (Two Heads) Multiattack 1	
Advantages: Fast Grab, Improved Trip	
Skills: Perception 4 (+5), Stealth 4 (+6)	
Offense: Initiative +2, Teeth +4, Close Damage 4	
Defense: Dodge 4, Parry 4, Fortitude 2, Will 5, Toughness 3	
Totals: Abilities 18 + Powers 8 + Advantages 2 + Skills 4 + Defenses + 4 = 37	
Complications: Guard Dog of the Gorgon: Dioskilos is the guard dog of Medusa's lair.	

PEGASUS

Pegasus is the legendary winged horse of Greek mythology. In the original legend, Pegasus sprang from the blood of Medusa after Perseus slew her. In Clash of the Titans, Pegasus is the last of Zeus' herd of flying horses, the others of which were slaughtered by the villainous Calibos. Pegasus is befriended by Perseus and carries the young hero into battle against the monstrous Kraken. **(Str25)**

PEGASUS	PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	4	1	-4	3	-4	1	3

POWERS

Flight: Flight 4 (30 MPH) • *4 points*
Growth: Growth 4 (Permanent, Innate) • *8 points*
Senses: Senses 2 (Extended Vision, Low-Light Vision) • *2 points*
Speed 4 (30 MPH) • *4 points*

ADVANTAGES

None

SKILLS

Perception 4 (+5)

OFFENSE			
		INITIATIVE +1	
Unarmed +3		Close, Damage 7	
DEFENSE			
DODGE	2	**FORTITUDE**	5
PARRY	2	**TOUGHNESS**	4
WILL	2		
POWER POINTS			
ABILITIES	10	**SKILLS**	2
POWERS	18	**DEFENSES**	4
ADVANTAGES	0	**TOTAL**	34

ALLIES & ENEMIES

Ammon: Ammon is an old philosopher who befriends Perseus during his journey into Joppa, and accompanies him on his quest to defeat Medusa and the Kraken. It is Ammon who sends Perseus to seek the aid of the Stygian Witches.

Calibos: Unlike Perseus, who Zeus wished to grow up without the privileges of his godly heritage, Calibos was spoiled by his goddess mother, Thetis. Calibos grew to be a handsome but cruel man, earning the ire of Zeus. The final straw was broken when Calibos hunted down and slaughtered Zeus' prized heard of flying horses, leaving only Pegasus, whereupon Zeus transformed Calibos into a monstrous satyr-like creature, with horns and one cloven foot. When Perseus cuts off one of Calibos' hands, he replaces it with a sharpened trident (Strength-based Damage 1).

PL10: Str 6 Sta 5 Agi 4 Dex 4 Fgt 8 Int 5 Awe 2 Pre 4: Initiative +7: Unarmed +10, Close Damage 7, Dodge 10, Parry 10, Fortitude 9, Will 8, Toughness 5 Initiative +7: Unarmed +10, Close Damage 7, Dodge 10, Parry 10, Fortitude 9, Will 8, Toughness 5

Cassiopeia: The vanity of Queen Cassiopeia is as legendary as her name, offending the gods on more than one occasion – most pertinently when she claimed her daughter, Andromeda, more beautiful than the goddess, Thetis – a perhaps accurate, but injudicious statement, that roused the goddess' anger, and she demanded Andromeda be sacrificed to the Kraken or else see the entire city of Joppa destroyed.

Scorpions: After Medusa was slain, the evil Calibos spread her blood over ordinary scorpions, causing them to grow to enormous size, attacking Perseus and his soldiers, killing all but Perseus himself, leaving him to face the Kraken alone.

PL10: Str 9 Sta 9 Agi 1 Dex -1 Fgt 3 Int - Awe 1 Pre -: Growth 9, Claws: Close Damage 2, Stinger (Affliction +16, Weaken Stamina Initiative +4: Claws +7. Damage 13, Dodge 3, Parry 3, Fortitude 9, Will -, Toughness 9

Stygian Witches: The Stygian Witches were three old crones, gifted with second sight, and the wisdom of the ages. All three witches are blind, but can see via an enchanted crystal orb called The Eye. They are also cannibalistic and, until Perseus, no one who had ever sought out their advice ever returned.

PL8: Str 5 Sta 3 Agi -1 Dex 0 Fgt 0 Int 3 Awe 10 Pre 10: Second Sight: Senses 10 (Clairvoyance), Initiative +-1: Dodge 2, Parry 2, Fortitude 3, Will 8, Toughness 3

Vulture: Each night Calibos sent a massive vulture to claim the spirit of Andromeda, carrying her off to Calibos' lair, providing her with each days riddle to ask a prospective suitor.

PL10: Str 9 Sta 9 Agi 3 Dex 0 Fgt 3 Int -4 Awe 1 Pre 0: Claws: Close Damage 2, Flight 3 (16 MPH), Growth 9, Senses 2 (Extended Vision, Low-light Vision), Initiative +4: Dodge 5, Parry 5, Fortitude 10, Will 2, Toughness 9

CONAN

Conan the Barbarian was born into a clan claiming an area in the northwest of Cimmeria. His grandfather was a member of a southern tribe who fled from his own people because of a blood-feud, and after long wanderings, took refuge with the people of the north. Conan himself was born on the battlefield, during a fight between his tribe and a horde of raiding Vanir. There is no record to show when he got his first sight of civilized people - however, at the age of 15, he received his baptism of blood at the siege of the border city of Venarium, between Gunderland and Cimmeria. At that time, though he was far from having attained his full growth, Conan stood six feet tall and weighed 180 pounds. After the siege of Venarium, he returned to his tribe and spent some months with a band of the Aesir, fighting with the Vanir and the Hyperboreans. Captured by the Hyperboreans, he escaped and made his way south into the thief-city of Zamora. At this time, he was about 17. Green to civilization, and utterly lawless by nature, Conan found the most congenial life that of a professional thief in Zamora and later in the small city-states to the west of that exotic kingdom. Taking service in one of these nameless states with the harried Prince Murilo, he had a taste of fighting as a profession and, being tired of the decadent life of a thief, he set out to explore the rest of the civilized world, with an eye to making it his oyster… an ambition that saw fruit when he eventually seized the throne of Aquilonia, becoming a king by his own hand. **(Str18)**

PERSONALITY

Conan is the archetype of the sword and sorcery hero – a mightily-muscled, fearless, adventurous, rogue, dedicated to immediate gratification and pleasure, Conan enjoys battle as much as he enjoys the pleasures of women and indulges in both as much as possible. He is capable of unequaled acts of heroism, although his first motive is usually self-interest. Conan is loyal to trusted friends, but his smoldering temper and dangerous mercenary lifestyle make these few and far between. As King Conan, he ruled with the simple and honest justice of a barbarian warrior.

POWERS AND ABILITIES

Conan is a massively powerful Cimmerian warrior, with a nimble agility that belies his size. He is a dangerously formidable barehanded combatant against almost any foe, but it is his sword arm that carved his legend – making him possibly the greatest known warrior of any era. He is also proficient with almost all of the other common weapons of his day, everything from spears and bows, to clubs and daggers.

Conan is an accomplished horseman, and also a world-renowned thief. Although he likes to work alone, his personality always dominates, and gravitates him to leadership in almost any group situation. He has the leadership ability to command major armies. He has survival skills acquired from birth.

REAL NAME: CONAN
OCCUPATION: KING OF AQUILONIA, THIEF MERCENARY
BASE: HYPERBORIA
AFFILIATION: NONE
HEIGHT: 6' 6"
WEIGHT: 240 LBS
EYES: BLUE
HAIR: BLACK

CONAN PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	5	5	7	14	2	4	7

EQUIPMENT

Bow and Arrows: Ranged Damage 3 • *3 points*
Battle-Ax: Strength-based Damage 3 • *3 points*
Chain Mail: Protection 3 • *3 points*
Spear: Strength-based Damage 3 • *3 points*
Sword: Strength-based Damage 3 • *3 points*

ADVANTAGES

Accurate Attack, All-out Attack, Attractive, Defensive Roll 4, Diehard, Equipment 3, Extraordinary Effort, Fearless, Great Endurance, Improved Critical (Weapons), Improved Defense, Improved Initiative, Languages (Hyperborean-languages), Leadership, Precise Attack (All), Power Attack, Takedown 2

SKILLS

Acrobatics 4 (+8), Athletics 7 (+12), Close Combat: Battle-Ax 4 (+18), Close Combat: Sword 4 (+18), Close Combat: Unarmed 4 (+18), Deception 6 (+13), Expertise: Military/Battle Strategy 12 (+14), Expertise: Streetwise 12 (+14), Expertise: Survival 8 (+10), Intimidation 15 (+22), Perception 6 (+10), Ranged Combat: Bow 8 (+15), Ranged Combat: Spear 6 (+13), Stealth 8 (+12)

OFFENSE

INITIATIVE +9

Battle-Ax +18	Close Damage 8 Crit. 19-20
Bow +15	Ranged, Damage 3, Crit. 19-20
Spear +13	Ranged, Damage 8, Crit. 19-20
Sword +18	Close Damage 8 Crit. 19-20
Unarmed +18	Close Damage 5

DEFENSE

DODGE	13	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	12/9*/5**
WILL	11	*Without Armor	
		**Without Defensive roll	

POWER POINTS

ABILITIES	166	**SKILLS**	52
POWERS	0	**DEFENSES**	19
ADVANTAGES	23	**TOTAL**	260

COMPLICATIONS

Relationships: As King Conan, he had Queen Zenobia, and a son, Conn (and more children later); Conan the Barbarian had contacts among thieves, mercenaries and pirates.
Responsibility: King of Aquilonia (late in career only)
Temper: Conan's smoldering glare all by itself is enough to let you know not to test his temper.

CROCODILE

A **crocodile** is any species belonging to the family Crocodylidae (sometimes classified instead as the subfamily Crocodylinae). The term can also be used more loosely to include all members of the order Crocodilia - the true crocodiles, the **alligators** and **caimans** (family Alligatoridae) and the gharials (family Gavialidae), or even the Crocodylomorpha, which includes prehistoric crocodile ancestors. Crocodiles are large aquatic reptiles that live throughout the tropics in Africa, Asia, the Americas and Australia. Crocodiles tend to congregate in freshwater habitats like rivers, lakes, wetlands and sometimes in brackish water. They feed mostly on vertebrates like fish, reptiles, and mammals, sometimes on invertebrates like mollusks and crustaceans. They are an ancient lineage, and have changed little since the time of the dinosaurs. They are believed to be 200 million years old whereas dinosaurs became extinct 65 million years ago; crocodiles survived great extinction events.

Crocodilians are very uniform in appearance and design, dating back to prehistoric species. Alligators and Crocodiles, for example, look very similar, even though their evolutionary lines split all the way back in the Cretaceous era, 70 million years ago. As a group, crocodilians have extremely powerful jaws, thick tails for swimming, and plate-armored hide. They are highly effective ambush hunters and large species are extremely dangerous to humans

CROCODILE

There are several species of true crocodiles, some of which are the largest reptiles on Earth. The largest is the Saltwater Crocodile (*Crocodylus porosus*) which (besides being among the worst of the man-eaters) has been confirmed to exceed 20 feet in length and a ton in weight. The American Crocodile (*Crocodylus acutus*) is also known to attain 20 feet. The highly dangerous Nile Crocodile (Crocodylus niloticus) can exceed 18 feet and possibly more. **(Str28)**

CROCODILE — PL8

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	4	1	-2	4	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 4 (Innate; Permanent) • *8 points*
Scaly Hide: Protection 3 • *3 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 8 (+7)

OFFENSE

INITIATIVE +2

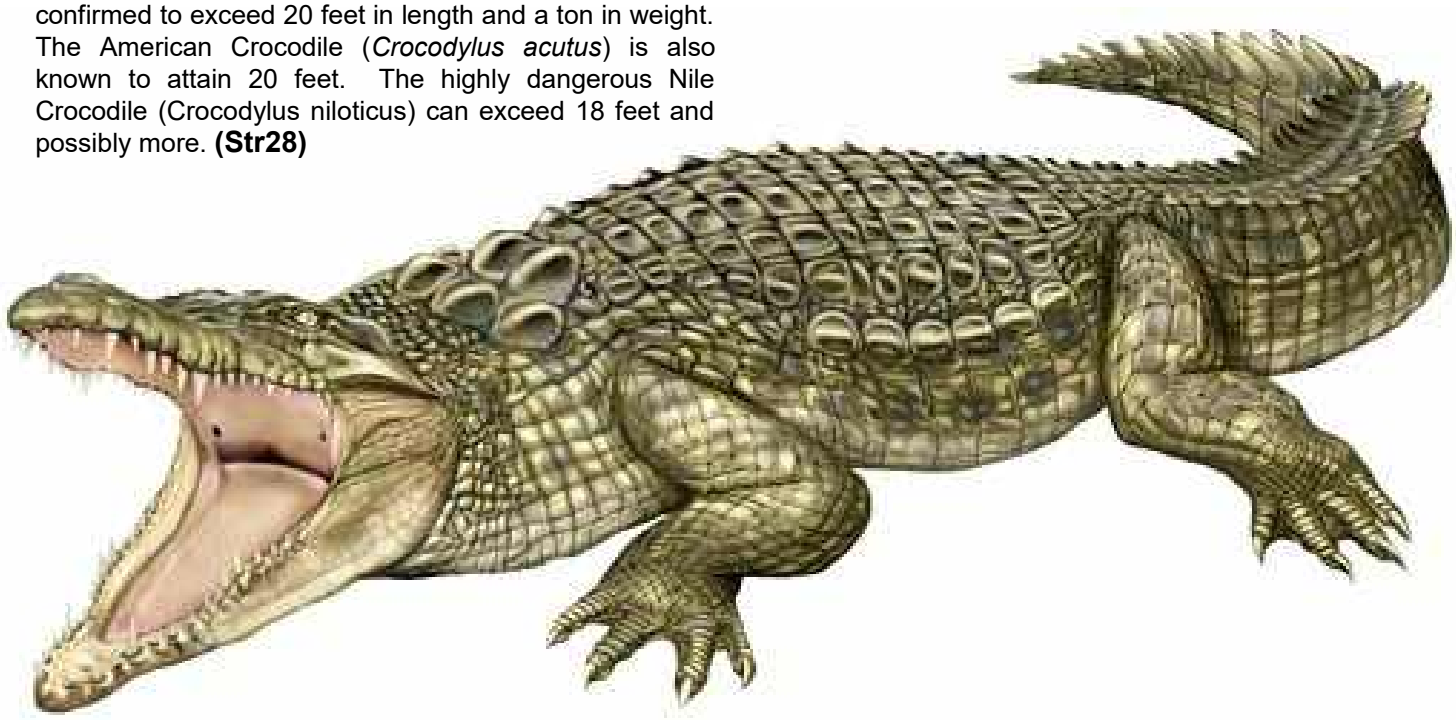
Teeth +4	Close Damage 12
Tail +4	Close Damage 8

DEFENSE

DODGE	3	**FORTITUDE**	8
PARRY	6	**TOUGHNESS**	7
WILL	2		

POWER POINTS

ABILITIES	-2	**SKILLS**	6
POWERS	17	**DEFENSES**	13
ADVANTAGES	4	**TOTAL**	41



NEVER SMILE AT A CROCODILE...

… don't be taken in by his welcome grin… he's imagining how well you'd fit within his skin.

Truer words were never spoken. The crocodile is easily the most dangerous of large predators, quite readily taking humans as prey, probably in the thousands worldwide, easily outnumbering the toll taken by sharks, big cats or bears put together. Wherever crocs live, human fatalities are a way of life. The crocodile is the one big predator that if it's big enough, and you're available enough, it will go for you every single time.

The story is the same wherever there are crocs. And anyone familiar with them, from naturalists to big game hunters, will tell you the same thing – you can walk among man-eating lions, and they may leave you alone; you can swim around man-eating sharks and you might be alright – with crocodiles it's different. There are rivers where if you try to swim across, you just won't make it.

OTHER CROCODILIANS

Modern crocodilians come in essentially three forms, determined by their prey of choice - the true crocodiles are the big game hunters, going after large mammals at the river's edge, the long, slender-snouted gharials are specialized to catch darting fish, and the alligators (and closely-related caimans) feeding on turtles, crustaceans, and general small-bodied swamp critters. While all crocodilians can be dangerous, even at small sizes, the nature of the prey preferred by gharials and gators make them much less likely to target humans – at least as prey – territoriality can still trigger lethal attacks

ALLIGATOR

ALLIGATOR PL7

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	3	0	-2	3	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 4 (Innate; Permanent) • *8 points*
Scaly Hide: Protection 2 • *2 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 8 (+6)

OFFENSE

INITIATIVE +0

Teeth +3	Close Damage 11
Tail +3	Close Damage 7

DEFENSE

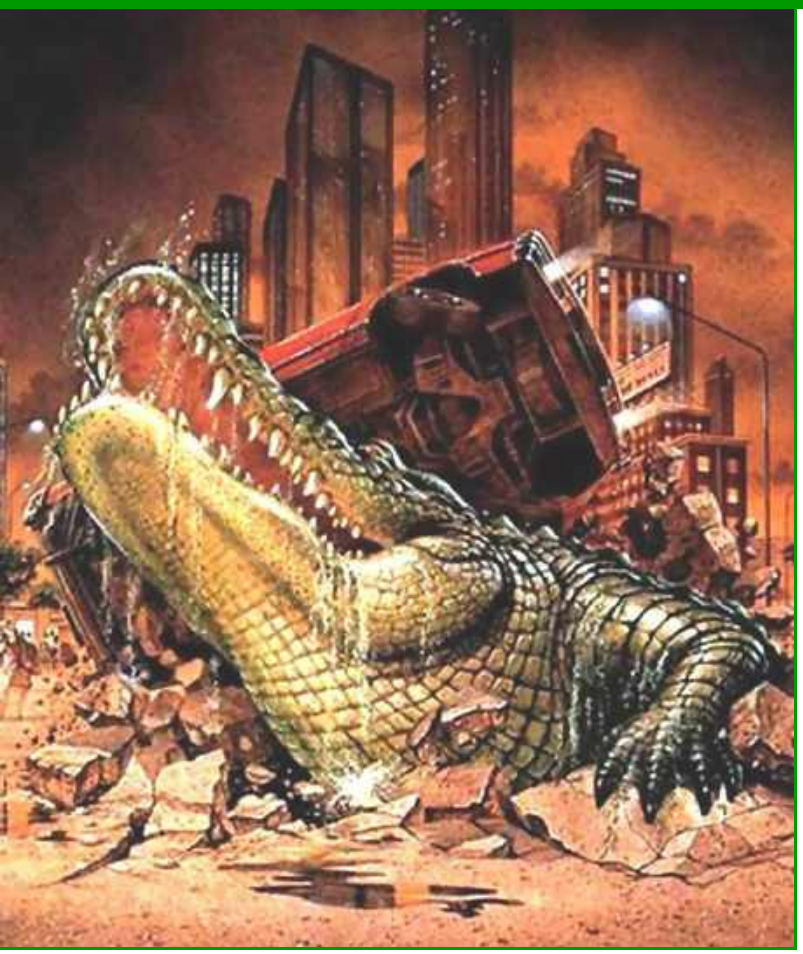
DODGE	3	**FORTITUDE**	7
PARRY	4	**TOUGHNESS**	5
WILL	2		

POWER POINTS

ABILITIES	-10	**SKILLS**	6
POWERS	16	**DEFENSES**	13
ADVANTAGES	4	**TOTAL**	29

GATOR BAIT

While alligators and crocodiles are often confused, their evolutionary lineage separated before the extinction of the dinosaurs. There is also a dramatic difference in temperament. Alligators are the fat, lazy cousins of the aggressive crocodiles, placid and frog-like, and far less athletic – approximately half the leaping ability of a comparably sized croc, and their jaws are built more for crushing, and are less damaging than a croc's. Having said that, a gator's bite is still among the most powerful on earth, and large ones can be territorial, or even see humans as prey. The situation has been made worse in Florida, where gators were once endangered, but now, due to over-compensatory conservation policies, they have now actually become a very formidable pest, showing up regularly in pools and back yards. **(Str25)**



GIANT ALLIGATOR

GIANT ALLIGATOR — PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	7	0	-2	4	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 8 (+6)

OFFENSE

INITIATIVE +0

Teeth +4	Close Damage 14
Tail +4	Close Damage 10

DEFENSE

DODGE	1	**FORTITUDE**	12
PARRY	2	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	-10	**SKILLS**	10
POWERS	25	**DEFENSES**	14
ADVANTAGES	4	**TOTAL**	43

GIANT ALLIGATOR

In the wake of JAWS, inevitably a **giant alligator** showed up in a Missouri city sewer. The 36" critter (with even more oversized jaws), started out as a hatchling, bought by a little girl tourist at a Florida Gator Farm, and after her parents flushed the baby gator down the toilet, it grew to its immense size after being exposed to an experimental growth hormone being illegally tested on stray cats and dogs, whose bodies were dumped into the sewers – only to be fed upon by the growing baby gator. Unfortunately, the growth hormone had the side effect of causing ravenous hunger. A local homicide detective (a burnt out cop on the edge) discovered the giant gator's presence (after the gator kills his partner), and with the aid of a hot herpetologist (who was actually the little girl who purchased the baby gator 15 years before), finally stops the beast (blowing it up with dynamite), but not before it kills a big-game hunter-for-hire, one annoying little brother, several politicians, and just about all the corrupt money interests behind the illegal hormone testing. Another giant gator surfaced a few years later, this one mutated with impenetrable armor, although was also blown up after tallying a similar cast of victims. **(Str40)**

PREHISTORIC CROCODILIANS

While no prehistoric croc is a direct ancestor of any modern form, they do demonstrate unity of form and adaptations to similiar lifestyles. Of all the big prehistoric crocs, the largest are the crocodile-like Deinosuchus, tcaiman-like Purussaurus, and gharial-like, Sarcosuchus; like modern analogues in their relative ecological niches, they all seem to top out around the same size, with Purussaurus possibly the largest of the specimens found so far at over 40' and an estimated 8 tons. It is believed that prehistoric crocs grew at the same rate as modern crocs, but kept growing steadily later in life, reaching full adulthood in 35 years, instead of 10. While there is a genetic component, growing that large also requires a rich diet. All the giant crocodiles must have lived in near-perfect environments, with vast areas of warm, shallow water and abundant prey. The roughly 20' cap of modern crocs reflects the Earth's current rather arid environment.

DEINOSUCHUS

DEINOSUCHUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	7	1	-2	4	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 3 • *3 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 8 (+7)

OFFENSE

INITIATIVE +1

Teeth +4	Close Damage 14
Tail +4	Close Damage 10

DEFENSE

DODGE	1	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	-6	**SKILLS**	8
POWERS	24	**DEFENSES**	14
ADVANTAGES	4	**TOTAL**	44

TERROR CROCODILE

Deinosuchus is the Cretaceous analogue to the Salt Water Crocodile – the crocodilians' answer to the giant prehistoric white shark, Megalodon, and the ultimate expression of the river-dwelling big-game hunter.
While the 'Terror Crocodile' was actually taxonomically closer to a prehistoric alligator, it was very near the evolutionary split between the modern true crocs and gators – since then there has been 75 million years of evolution, and modern gators have evolved into a different niche than Deinosuchus, whose role has been filled by modern crocodiles – and as form is fitted to function, Deinosuchus resembled and likely had the aggressive habits of modern crocs, with narrow sharp-toothed, jaws – not the wide, duck-like bills of modern gators. **(Str40)**

SARCOSUCHUS

SARCOSUCHUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	7	1	-2	4	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 2 • *2 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 12 (+7)

OFFENSE

INITIATIVE +1

Teeth +4	Close Damage 13
Tail +4	Close Damage 10

DEFENSE

DODGE	1	**FORTITUDE**	12
PARRY	4	**TOUGHNESS**	9
WILL	2		

POWER POINTS

ABILITIES	-10	**SKILLS**	8
POWERS	23	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	42

SUPER-CROC

'Super-Croc' **Sarcosuchus** is not an ancestor of modern crocodiles. Also, it is not a crocodilian in the phylogenetic definition of the term. A crocodilian is any member of the clade Crocodilia. Crocodilia includes all modern forms (such as crocodiles proper, alligators etc) and their immediate prehistoric relatives. Sarcosuchus is a member of the family Pholidosauridae, more distantly related to today's crocodilians.

Also, Sarcosuchus is not a crocodile in the ecological sense so much as a gharial. Some researchers have suggested its great size would make it too slow to catch fish like a gharial, but the fact is it was an era of proportionately big fish – modern gharials attain comparable size to the largest crocs. Sarcosuchus likely competed with spinosaurs. **(Str40)**

PURUSSAURUS

PURUSSAURUS PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	7	0	-2	3	-5	1	-4

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 8 (Innate; Permanent) • *16 points*
Scaly Hide: Protection 3 • *3 points*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Teeth: Strength-based Damage 4 • *4 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Hold (Teeth), Power Attack

SKILLS

Perception 4 (+5), Stealth 8 (+7)

OFFENSE

INITIATIVE +0

Teeth +3	Close Damage 14
Tail +3	Close Damage 10

DEFENSE

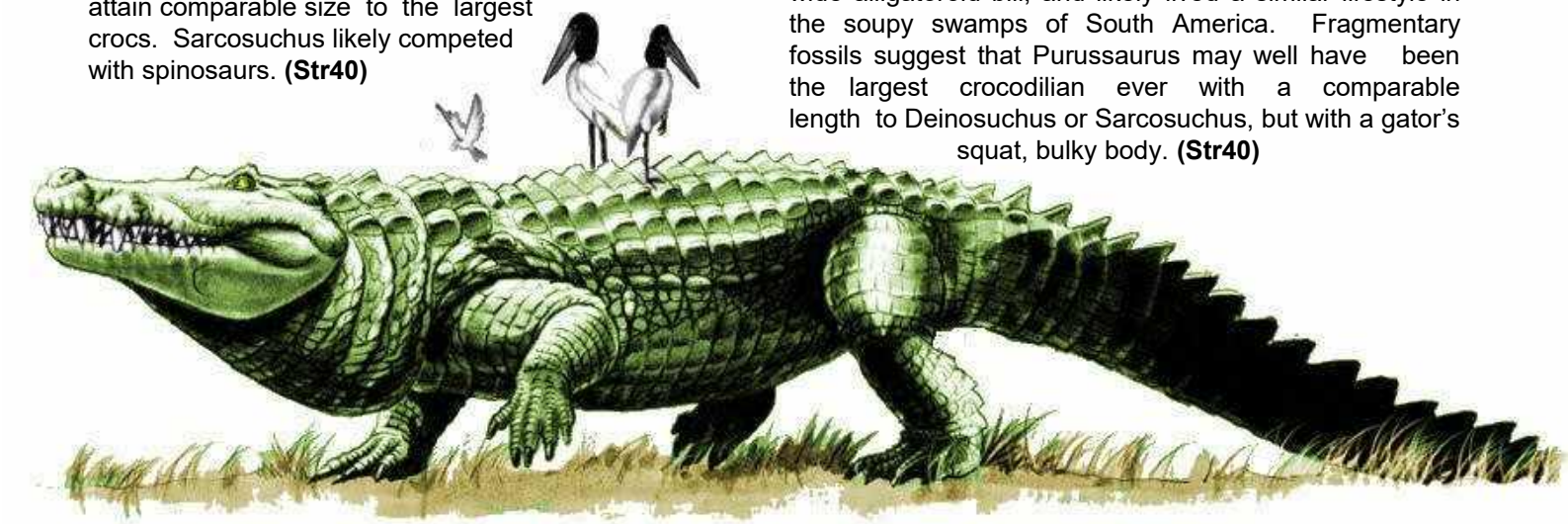
DODGE	1	**FORTITUDE**	12
PARRY	2	**TOUGHNESS**	10
WILL	2		

POWER POINTS

ABILITIES	-12	**SKILLS**	10
POWERS	25	**DEFENSES**	14
ADVANTAGES	4	**TOTAL**	41

TERROR CROCODILE

Purussaurus is a prehistoric caiman from the Miocene era, and demonstrated an exaggerated version of the flat, wide alligatoroid bill, and likely lived a similar lifestyle in the soupy swamps of South America. Fragmentary fossils suggest that Purussaurus may well have been the largest crocodilian ever with a comparable length to Deinosuchus or Sarcosuchus, but with a gator's squat, bulky body. **(Str40)**



FAMOUS CROCODILES

Bujang Senang: The 'great white-backed' man-eating crocodile of Batang Lupar, had a skull 71.1 cm with a body measurement of 19 feet 3 inches).

Gustave: A very large Nile croc, and internationally notorious Man-Eater – credited with over 300 human deaths (an impossible exaggeration, but there is no doubt Gustave has preyed regularly on humans, taking both live victims and feeding on war-dead) – has been estimated at 20 feet. Laser measurements exist of Nile Crocs over 18 feet, so it is possible that Gustave matches or exceeds this, although he has never actually been measured. A horror movie called Primeval featured Gustave as the villain

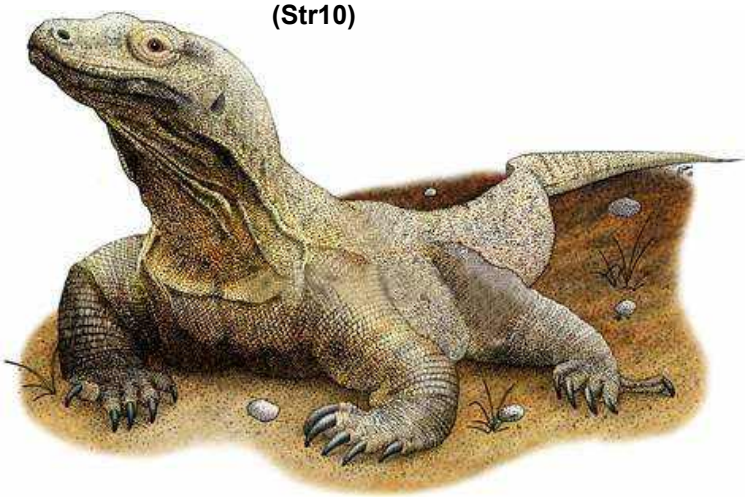
'Kalia': A big croc, who reportedly ate 13 women – before it was killed in 1926 on the Dhamra River - was said to have been over 20 feet long. The huge skull is owned by Prince Shivendra, the Raja of the erstwhile principality of Kanika, and appears to be the largest saltwater croc skull in India and one of the top three in the world.

Lolong: the largest crocodile ever measured, with a confirmed length of 20 feet, 3 inches, the man-eating saltwater croc was captured in the Philippines. Lolong – named after a famous croc-hunter – had been implicated in the deaths of a fisherman and a little girl, and his sheer size made him a daunting catch, breaking 4 separate traps before finally being captured after a 24 day hunt during July 2011.

KOMODO DRAGON

Crocodilians aren't the only giant flesh-eating reptiles. Some serpents exceed 20 feet (see entry for: **Snakes**) and many lizards attain respectable size, some large enough to be dangerous to humans. The largest of these is the Komodo Dragon, native to an isolated series of islands near Australia, where they are the top land predator in a unique, seemingly prehistoric environment where there are no large mammalian carnivores**.**

(Str10)



KOMODO DRAGON PL6

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	2	2	1	3	-3	1	-3

POWERS

Scaly Hide: Protection 1 • *1 point*
Senses 1 (Low-Light Vision, Scent) • *1 points*
Venomous Bite: Strength-based damage 2, Weaken Stamina 4 (Extras: Disease +2 • *14 points*

ADVANTAGES

Fast Grab, Improved Hold (Teeth), Startle

SKILLS

Close Combat: Tail 1 (+4), Close Combat: Teeth 4 (+7), Perception 5 (+6), Stealth 4 (+5)

OFFENSE

INITIATIVE +0

Teeth +7	Close Damage 5, (+4 Weaken, DC 14)
Tail +4	Close Damage 3

DEFENSE

DODGE	4	**FORTITUDE**	7
PARRY	4	**TOUGHNESS**	3
WILL	2		

POWER POINTS

ABILITIES	10	**SKILLS**	7
POWERS	16	**DEFENSES**	7
ADVANTAGES	33	**TOTAL**	71

A DRAGON THAT LIVES UP TO THE NAME

Komodo Dragons are particularly nasty critters, but due to their limited range, they are a bit under-rated in terms of their danger to human beings. Like crocodiles, Komodo Dragons have evolved to feed upon large mammalian prey, and are capable of taking down animals as large as buffalo, their simple reptilian strategy consisting of an ambush attack, that delivers a damaging, venomous bite, after which the dragon simply retreats while the toxin goes to work. Dragon venom, once thought to be a complex cocktail of bacteria, is toxic enough to kill large mammals within two or three days. Komodo Dragons also make no distinction between humans and any of thier typical mammalian prey, and they will quite readily take human prey if given the opportunity; the low number of human fatalities related to this giant lizard is mostly a product of their limited population and isolation.

Komodo Dragons are also known to be among the most intelligent of reptiles – in captivity, they demonstrate almost dog-like behavior.

CTHULHU

Cthulhu is an alien lifeform, discovered by H. P. Lovecraft, referred to as a 'Great Old One', ancient colossal beings that ruled the cosmos for millions of years. The Great Old Ones were eventually cast down for their dark magic practices by the Elder Gods themselves and banished to various locales across the universe. Cthulhu and his fellow Star Spawn arrived on Earth millions of years ago, and ruled over the continent of R'lyeh.

After thousands of years battling the Elder Things - pentagonally-focused beings who also invaded Earth - the continent of R'lyeh was sunk beneath the seas, trapping Cthulhu in an eternal sleep. Cthulhu's dreaming, however, continues to corrupt the world. When R'lyeh nears the ocean surface (as it does every few decades), Cthulhu's dreaming psionically invades the subconscious of the human population, inspiring Cthulhu cultists and driving many psychic-sensitive insane, which results in general wide-spread unrest as well as random acts of violence

Cthulhu has a worldwide cult centered in Arabia, with followers in regions as far-flung as Greenland and Louisiana. There are also leaders of the Cthulhu cult "in the mountains of China" who are said to be immortal. Cthulhu, himself, is described by a number of these cultists as the "great priest" of "the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky."

Cthulhu descends from Yog-Sothoth, possibly having been born on Vhoorl, in the 23rd nebula. He mated with Idh-yaa on the planet Xoth. His offspring are Ghatanothoa, Ythogtha, Zoth-Ommog, and Cthylla. He also is said to have mated with the being Nyarlathotep, producing Ilyth'la.

NOTE: Cthulhu is often cited for the extreme descriptions given of his hideous appearance, his gargantuan size, and the abject terror that he evokes. He is often referred to in science fiction and fantasy circles as a tongue-in-cheek shorthand reference for absolute horror or evil. **(Str150)**

PERSONALITY

Cthulhu is a powerful, malevolent entity, dedicated above all to amassing its own personal powers. All of Creation is simply means to his end, and mortals are either souls to be converted to his cause and worship or obstacles to be destroyed. Even his dreaming consciousness spreads widespread evil, inspiring nightmares and subliminal fears – a cycle that peaks every time the continent of R'lyeh nears the ocean surface when that evil spreads, causing riots, and terrible violence.

Cthulhu is such a monumental evil that simply looking at him can drive mortal men to madness.

POWERS AND ABILITIES

As one of the 'Great Old Ones', Cthulhu wields immense mystical power, capable of a variety of effects. He is a physically a gargantuan monster, with grasping tentacles in his face, and vestigial wings that can grow to be capable of flight. He his invulnerable to most attacks, and can regenerated damage he does suffer. He projects an 'Aura of Fear' that causes terror and madness in mortals.

REAL NAME: CTHULHU
OCCUPATION: HIGH PRIEST OF AZATHOTH
BASE: R'LYEH
HEIGHT: 150' **WEIGHT:** 300 TONS
EYES: RED **HAIR:** NONE

CTHULHU PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
20	20	5	5	8	12	15	20

POWERS

Aquatic: Immunity 30 (Fortitude), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *37 points*
Aura of Fear: Perception Ranged Area Affliction (Limited to Fear) 6 • *6 points*
Growth: Growth 18 • *38 points*
Immortality: Immunity 25 (Aging, Disease, All Hostile Environments), Impervious Toughness 19 *-44 points*
Sorcery: Energy Control 20 (Variable Power, Any Powers with the Magical Descriptor) • *140 points*
Telepathy: Mind Reading 12 • *24 points*
Tentacles: Extra Limbs 5 (15 tentacles) • *5 points*
Weather Control: 8 (Limited to storm and fog) • *16 points*
Wings: Flight 8 (500 MPH)• *16 points*

ADVANTAGES

All-Out Attack, Benefit 18 (Great Old One), Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Expertise: Magic 18 (+30), Expertise: Occult 18 (+30 Intimidation 10 (+30), Perception 10 (+25)

OFFENSE

INITIATIVE +14

Energy Blast +12	Ranged, 20
Tentacles +10	Close (Reach 20) Damage 19
Unarmed +8	Close Damage 20

DEFENSE

DODGE	-3	**FORTITUDE**	Immune
PARRY	8	**TOUGHNESS**	20
WILL	15		

POWER POINTS

ABILITIES	210	**SKILLS**	28
POWERS	321	**DEFENSES**	14
ADVANTAGES	23	**TOTAL**	596

COMPLICATIONS

Enemies: Outer Gods
Evil Dreams: Despite being dormant, Cthulhu's mind continues to corrupt the world. Every time he nears the ocean surface, thousands are stricken with terrible nightmares, and strange, dark events take place. Those who observe Cthulhu risk being driven insane.

DAREDEVIL

One fateful day, young Matt Murdock saw a truck about to hit a blind man. His quick action pulled the man out of harm's way, but a canister of radioactive waste fell out of the truck and hit him. The radioactive material blinded him, but somehow heightened his other sense of touch, taste, smell, and Hearing. It also granted him a unique radar sense.

With the aid of the martial arts sensei, known as Stick, Matt learned to use his new abilities as a fighter and acrobat, developing the skills he would one day use as **Daredevil**.

Matt attended Columbia University, earning a law degree and friendships that would last a lifetime. Franklin' Foggy' Nelson became a friend and later law partner; Elektra Natchios was his first love. Elektra later became a costumed assassin whom Daredevil fought several times.

Elektra was eventually killed by the assassin, Bullseye, one of Daredevil's most constant and ruthless foes. She was later revived by the assassin cult known as the Hand.

Aside from Bullseye, the Kingpin of crime has bee Daredevil's greatest adversary. The Kingpin even discovered Matt's identity as Daredevil and used the knowledge to destroy both Daredevil and Matt Murdock emotionally and financially. Matt has since regained both his costumed identity and his standing in the legal community**. (Str10)**

REAL NAME: MATHEW MICHAEL MURDOCK
OCCUPATION: LAWYER
BASE: NEW YORK CITY **AFFILIATION:** AVENGERS
HEIGHT: 6' **WEIGHT:** 200 LBS
EYES: BLUE **HAIR:** RED

PERSONALITY

As Daredevil, he is daring, flippant, and believes his purpose is to stand for justice. He guards Manhattan's streets, but will never kill. He has been given the descriptive nickname, 'Hornhead'.

As Matt Murdock, he is more non-descript – playing the part of a blind man - and is professionally dedicated to the law.

POWERS AND ABILITIES

Daredevil is an Olympic-level athlete and gymnast, with the martial arts skills of a heavyweight prizefighter, and also incorporating multiple oriental fighting disciplines.

Daredevil's senses of hearing, touch, taste, and smell, have all been superhumanly augmented, and he has developed several stunts with these senses – for example detecting a liar, by listening for an elevated heartbeat. Daredevil also possesses a unique 'radar' sense, allowing him to perceive a three-dimensional impression of his surroundings. As a weapon, he carries a multi-purpose Billy Club, complete with swinglines.

As Matt Murdock, Daredevil is also a skilled attorney and litigator.

DAREDEVIL PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	3	7	7	10	2	8	1

POWERS

Superhuman Senses: Senses 8 (Accurate and Extended Hearing, Acute Smell, Acute and Analytical Touch, Ultra-Hearing) • *8 points*

EQUIPMENT

Billy Club: Strength-based Ranged Damage 2, Ricochet; Movement 1 (Swinging) •*10 points*

ADVANTAGES

Agile Feint, Assessment, Connected, Contacts, Defensive Attack, Defensive Roll 3, Equipment 2, Evasion, Fearless, Improved Initiative, Move-By Action, Power Attack, Precise Attack (Ranged, Concealment and Cover), Skill Mastery (Acrobatics), Skill Mastery (Perception), Takedown, Uncanny Dodge, Well-Informed

SKILLS

Acrobatics 8 (+15), Athletics 8 (+13), Close Combat: Unarmed 5 (+15), Expertise: Law 9 (+11), Expertise: Streetwise 9 (+11), Insight 6 (+8), Intimidation 8 (+9), Investigation 9 (+11), Perception 8 (+10), Ranged Combat: Billy Club 8 (+15), Sleight of Hand 1 (+8), Stealth 8 (+14)

OFFENSE

INITIATIVE +10

Billy Club +15	Close Damage 5
Billy Club +15	Ranged, Damage 5
Unarmed +15	Close Damage 3

DEFENSE

DODGE	14	**FORTITUDE**	6
PARRY	14	**TOUGHNESS**	3/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	82	**SKILLS**	39
POWERS	8	**DEFENSES**	16
ADVANTAGES	21	**TOTAL**	166

COMPLICATIONS

Blind: Daredevil is blind and relies on his superhuman senses
Enemy: Kingpin, Bullseye
Relationships: Daredevil has a variety of tumultuous relationships such as with Elektra, Typhoid Mary and others
Secret Identity: Daredevil is lawyer Matt Murdock.
Vulnerability: Daredevil is particularly vulnerable to auditory attacks **Extremely loud sounds** cause Daredevil to be stunned for 1 round

DARKNESS

The Darkness is an ancient male soul that passes from one human host to another each generation. It is one of the two primal forces of the universe and the original void that covered the Earth before God allowed the Angelus in and separated Light from Dark.

The Darkness resented God and became an enemy of Heaven itself and, later, the Vatican, who have plotted against and sent the Magdalena to assassinate the Darkness ever since the death of Christ. Despite this, it was the Darkness who gave humans their souls. The Darkness has made its way through history well over the span of 10,000 years using Human males as hosts and is passed on via sexual intercourse with human women, leaving its old host to die as it takes its newly conceived vessel, remaining dormant until awakening on the eve of the host's 21st birthday.

Jackie Estacado is the current host and has used his powers in ways that no other vessel ever has, making him among the greatest and most powerful hosts ever. Adopted and recruited by mobster, Frankie Franchetti at age 6, he is a former mafia hitman. He has a twin brother, Capris Castiglione, and is the son of Danny Estacado and an unknown prostitute. He was born somewhere in New York City.

Finally repenting the life of a hitman, Jackie turned Frankie over to the police and retired, but at the cost of his girlfriend, Jenny Romano's life, as Frankie killed her in retaliation. Torn with grief, Jackie took Frankie's body to an abandoned warehouse, poured gasoline, and burned himself to death beside her.

He spent time in Hell until the Darkness brought him back to life. Although blackmailed into working for Frankie's cousin Paulie Franchetti for some time, Jackie eventually killed him and took control of the Franchetti mafia. While possessed by the Darkness, he impregnated Sara Pezzinim holder of the Witchblade, making him the father of Hope Pezzini. He was a drug lord in Sierra Munoz along with Professor Kirchner until he was betrayed and nearly killed by the Darkness itself, and cast into Hell. Jackie also helped destroy the Sovereign, but at the cost of Leonard Kim's life **(Str9/70)**

PERSONALITY

Jackie Estacado is the current wielder of The Darkness and a former hitman for the Franchetti Family mob. He is a very violent and sexual man who, until gaining the powers of The Darkness, lived life in the fast lane, though he lives life on the wrong side of the law and can kill without remorse, he has a strict set of morals and a fierce loyalty to those that earn it. Yet, the only thing keeping Jackie Estacado from being purely evil is his true love Jenny Romano as well as his love for his daughter Hope and others.

POWERS AND ABILITIES

The Darkness can manifest impenetrable armor that can extend into tendrils tipped with razor claws. The armor amps his strength, agility and durability. He can also manifest legions of 'Darkling' minions - gremlin-like sorcerous creations of the Darkness, which can even combine into larger creatures. All creations of the Darkness vanish on contact with light. Because the Darkness kills its current host when it leaves, if Jackie impregnates a human woman, he will die.

REAL NAME: JACKIE ESTACADO
OCCUPATION: MOBSTER, HITMAN
BASE: NEW YORK CITY **AFFILIATION:** FRANCHETTI FAMILY
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** BLACK

DARKNESS PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3*/15	3*/15	3*/11	2	7	2	1	2

POWERS

The Darkness *(151 points)*
Claws: Claws 2 Strength-based Damage 2 (can be used with Tendrils or Unarmed attacks) • *2 points*
Darkness Armor: Protection 12, Impervious • *25 points*
Darkness Creation: Create 19 (animate objects), Summon 19 (Darkling minions) • *76 points*
Darkness Tendrils: Extra Limbs 4 (Tendrils STR 11), Improved Grab, Improved Trip, Reach 12 • *18 points*
Death Sense: Senses 4 (Precognition, Limited to sensing a person's approaching death) • *4 points*
Enhanced Abilities: STR 12, STA 12, AGI 8: Limited to body parts covered by the Darkness • *34 points*
Regeneration: Enhanced Advantage 1 (Diehard); Immunity 3 (Aging, Disease & Poison — both Limited to half-strength); Regeneration 13 • *14 points*
Wall Crawling: Movement 2 (Wall-Crawling 1) • *2 points*

ADVANTAGES

Assessment, Benefit (Mobster), Minions, Quick Draw, Power Attack

SKILLS

Close Combat: Unarmed 2 (+9), Deception 3 (+5), Expertise: Mafia 6 (+8), Expertise: Streetwise 10 (+12), Insight 5 (+6), Investigation 2 (+4), Perception 5 (+6), Persuasion 5 (+8), Ranged Combat: Pistol 7 (+10), Stealth 7 (+12)

OFFENSE

INITIATIVE +6

Claws +9	Close Damage 5/17
Pistol +10	Ranged, Damage 4
Tendril Whip +9	Close (Reach 2), Damage 11
Unarmed +9	Close Damage 3/15

DEFENSE

DODGE	11	**FORTITUDE**	15/8*
PARRY	11	**TOUGHNESS**	15/3*
WILL	7	*Without the Darkness	

POWER POINTS

ABILITIES	78	**SKILLS**	25
POWERS	205	**DEFENSES**	10
ADVANTAGES	5	**TOTAL**	325

COMPLICATIONS

Darkling Minions: The Host of the Darkness can summon a nearly limitless number of 'Darklings' - sentient gremlin-like manifestations of the Darkness that act as servants and minions (STR 2, STA 2, AGI 5, DEX 5, FIGHT 5, INT 0, AWE 0, PRE 0, Claws 2, Shapeshifting 18). A large number of Darklings can combine into larger creatures like snakes and fire-breathing dragons.
Enemies: Angelus, Brotherhood of Darkness
Fatal Procreation: If Jackie ever conceives a male son, he will die and the power of the Darkness will pass on to his heir – a particularly punishing curse for a formerly promiscuous womanizer.
Power Loss: The Darkness is completely non-functional in strong light and any constructs will crumble to dust.
Relationships: Jenny Romano was Jackie's true love (and despite the efforts of the Darkness, remains currently dead). He also has a daughter, Hope Pezzini, through mystical means with NYPD Homicide Detective Sara Pezzini, the current holder of the Witchblade.

DARKSEID

The greatest threat in the cosmos, the would-be avatar of Anti-Life, is **Darkseid,** unrelenting Lord of Apokolips. He desires nothing less than the degradation and destruction of all that is, and the elimination of all free will, so the universe can be remade in his image to worship and serve him for all time.

Uxas was born on the world of Apokolips, the second son of Yuga Khan and Queen Heggra. He murdered his elder brother Drax to claim the power of the Omega Effect for himself, taking on a rock-like gray appearance and the new name, Darkseid.

Following Yuga Khan's ill-fated attempt to unravel the secrets of the Source, which left him imprisoned, Darkseid conspired against his mother. He secretly married the sorceress Suli, who gave birth to their son Kalibak, before Heggra had DeSaad poison her. The Queen arranged for her son to marry Tigra, who bore Darkseid's other son, Orion. In retribution, Darkseid had DeSaad poison Heggra, and claimed the throne of Apokolips.

Darkseid secretly engineered a war between Apokolips and New Genesis. The conflict ended with a peace-treaty wherein the ruling gods each gave their sons to be raised by the other. Highfather of New Genesis adopted Orion, while Darkseid placed Highfather's son in the "care" of Granny Goodness, who named him "Scott Free." Orion was raised to defend the values of New Genesis against his father's evil, while Scott eventually escaped Granny's orphanage using the skills he developed as Mister Miracle.

A prophecy claims Darkseid will meet his end at Orion's hands, the two of them fighting to the finish in the fire-pits of Armaghetto. **(Str98)**

PERSONALITY

Since his ascent to power on Apokolips, Darkseid has been obsessed with the Anti-Life Equation, a means to extinguish all free will. It has led him to wars of conquest and various schemes to uncover its secrets so he might use it to spread his power and influence throughout the cosmos.

POWERS AND ABILITIES

Darkseid is superhumanly strong and tough, and immune to many mortal concerns. His greatest weapon is "the Omega Effect," which he can project as beams of energy from his eyes.

The Omega Beams are capable of seeking out targets at great distances. Popular belief says the beams are unavoidable, although particularly fast, agile, or cunning targets have managed it. (See heading for: **Omega Effect** below).

REAL NAME: UXAS
OCCUPATION: TYRANT AND CONQUEROR
BASE: APOKOLIPS
AFFILIATION: NONE
HEIGHT: 7' 6"
WEIGHT: 515 LBS
EYES: RED
HAIR: NONE

DARKSEID PL17

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	19	2	3	12	12	13	13

POWERS

Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 15 • *26 points*
Omega Force: Array *(66 point)*
• **Destruction:** Ranged Damage 23, Dimensional 3, Homing 12, Reversible • *62 points*
• **Pain:** Ranged Affliction 23 (Resisted by Fortitude; Dazed, Stunned), Concentration, Dimensional 3, Homing 12, Reversible, Limited to Two Degrees • *1 point*
• **Transportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible • *1 point*

ADVANTAGES

Benefit 10 (Lord of Apokolips), Fearless, Power Attack, Takedown

SKILLS

Close Combat: Unarmed 2 (+14), Deception 8 (+21), Insight 8 (+21), Intimidation 15 (+28), Perception 4 (+17), Ranged Combat: Omega Beams 9 (+11), Technology 4 (+16), Vehicles 4 (+6)

OFFENSE

INITIATIVE +2

Omega Beams +11	Ranged, Damage 23 plus others
Unarmed +14	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	19
PARRY	12	**TOUGHNESS**	19
WILL	15		

POWER POINTS

ABILITIES	182	**SKILLS**	27
POWERS	90	**DEFENSES**	12
ADVANTAGES	13	**TOTAL**	324

COMPLICATIONS

Arrogance: Darkseid is supremely arrogant and confident in his position as a god
Obsession: With discovering the Anti-Life Equation and extinguishing free will throughout the cosmos.

THE OMEGA EFFECT

The Omega Effect can destroy or transport targets at Darkseid's will, although it is difficult to tell at a glance which effect has occurred. Darkseid is known for using the Omega Effect to seek out and summon certain beings into his presence or to banish them to the mines or dungeons of Apokolips. All consequences of the Omega Effect are Reversible as well, including the ordinarily deadly ones, meaning Darkseid can (and does) disintegrate underlings who displease him, only to restore them some time later when he has further need of them.
At lower levels, Darkseid can use his Omega Effect merely to cause excruciating pain to torment and punish those who displease him, rather than giving them the relative mercy of immediate destruction.

PARADEMONS

Apokoliptian shock-troops, Parademons make up the bulk of Darkseid's armies of conquest. They are clad in distinctive green and gold armor, providing them with considerable protection from conventional small weapons, along with limited flight capabilities, and they carry short pikes packing a powerful energy. An individual Parademon is a threat to ordinary humans, and a group of them can even take on more powerful heroes.
Like most of Darkseid's followers, Parademons are conditioned for unthinking obedience and are not much for initiative or creativity. Some Parademons have demonstrated individuality, particularly when separated from the ranks for a period of time.

PARADEMON PL6 (MINION) • 65 POINTS

STR 5 STA 4 AGL 0 DEX 0 FGT 4 INT -2 AWE 0 PRE -1
Powers: **Armor** (Flight 3 (16 MPH), Immunity 4 (Pressure, Suffocation, Vacuum), Impervious Protection 4, Senses 3 (Communication Link, Darkvision); Removable (–4 points)
Advantages: Close Attack, Great Endurance
Offense: Initiative +0, Power Staff +5 (Ranged, Damage 7), Unarmed +5 (Close, Damage 5)
Defense: Dodge 4, Parry 4, Fortitude 8, Toughness 8, Will 4
Totals: Abilities 20 + Powers 25 + Advantages 2 + Skills 6 + Defenses 12 = 65
Complications: Parademons are utterly and completely loyal to Darkseid, willing to kill or die at his whim.

DAZZLER

Alison Blair's mutant ability manifested itself while she was in high school, and she first used it to save a prom from some violent gang members. She had no interest in becoming a superhero, and instead, pursed a career as a singer, using her light-generating abilities to augment her act.

Alison rose to the top of stardom, but when her mutant heritage became public knowledge, after the release of the movie, *'**Dazzler**'*, her life and career fell apart in the backlash of anti-mutant bigotry.

With nowhere else to turn, Alison joined the X-Men, finally adopting the mantle of hero that she had resisted for so long. (See **Dazzler: X-Men** below), and she stood with the X-Men against the Adversary, and died with them as well. She was resurrected by the goddess, Roma, with no memory of her involvement with the X-Men.

More recently, the *'Dazzler'* movie was re-released and became a huge success, regaining Allison her place in the entertainment community. After she had stayed clear of mutants and superheroes for an extended period, her memories of her time with the X-Men were restored when she joined the extra-dimensional adventurer, Longshot, in battle against the rules of his homeworld. She and Longshot have since married. **(Str5)**

PERSONALITY

Alison is an outgoing woman who has craved the limelight of stardom since her youth. She loves performing above all things, and it was with great reluctance that she turned her powers to super-heroic pursuits, despite being repeatedly – and rather inexplicably – pitted against some of the most powerful denizens in the Marvel Universe, everyone from the Hulk, to Doctor Doom, to Galactus himself (See Dazzler: Herald of Galactus below)

POWERS AND ABILITIES

Dazzler can convert sound into light energy, which she can manipulate for a variety of effects. The intensity of this ability and the power stunts associated with it depend on the level of ambient sound, but with sounds louder than a jet rocket, the effort threatens to knock Dazzler herself unconscious.

Dazzler has demonstrated the ability to convert light into lasers, force-fields, or more simple tricks like a simple blinding 'Dazzle' or a soothing hypnotic lightshow. She can imitate low-level flight by directing her light blast beneath her. Her powers are completely dependent upon the presence of sound that she can convert and in total silence, she would be completely powerless.

Because of this, she usually carries a radio/purse with her that she can crank up to sufficient levels to use her powers.

Besides her superpowers, Dazzler is an accomplished singer and dancer (particularly on roller skates), and the later has been a big advantage in fights, especially after she begin learning genuine fighting techniques after joining the X-Men.

REAL NAME: ALLISON BLAIRE
OCCUPATION: SINGER, ADVENTURER
BASE: MOBILE
AFFILIATION: X-MEN
HEIGHT: 5' 8"
WEIGHT: 115 LBS
EYES: BLUE
HAIR: BLONDE

DAZZLER PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	2	3	3	2	4	3

POWERS

Energy Conversion & Light Emission: *Array (36 points)*
- **Dazzle:** Lightburst Burst Area Affliction 18 (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to vision, Limited – rank determined by ambient noise • *36 points*
- **Force Field:** Protection 10, Impervious, Subtle 2, Close, Limited – rank determined by ambient noise • *2 points*
- **Hypnotic Lightshow:** Area Affliction 16 (Resisted by Will; Entranced, Stunned), Limited Degree, Limited - rank determined by ambient noise • *1 point*
- **Laser:** Ranged Damage 16, Limited – rank determined by ambient noise • *1 point*

Resistance to Light: Immunity 10 (Light Effects) •*10 points*

EQUIPMENT

Roller Skates: Speed 1 (4 mph), Strength-based Damage 2, Improved Critical • *3 points*

ADVANTAGES

Attractive, Daze, Defensive Attack, Defensive Roll 2, Equipment 1, Evasion, Fascinate, *Improved Critical (Roller Skates),* Move by Action, Ranged Attack 4

SKILLS

Acrobatics 9 (+12), Athletics 5 (+5), Close Combat: Roller Skates 5 (+8), Close Combat: Unarmed 2 (+5), Deception 6 (+8), Expertise: Dance 10 (+12), Expertise: Roller Skating 5 (+7), Expertise: Music 12 (+14), Perception 5 (+9), Ranged Combat: Laser Beam 1 (+8)

OFFENSE

NITIATIVE +3

Dazzle	Burst Area Affliction up to 18
Hypnotic Lightshow	Area Affliction up to 16
Laser +8	Ranged, Damage up to 16
Roller Skates +8	Close, Damage 2, Crit. 19-20
Unarmed +5	Close Damage 0

DEFENSE

DODGE	10	**FORTITUDE**	6
PARRY	10	**TOUGHNESS**	14/4**/2*
WILL	4		

*Without Force Field
**Without Defensive Roll

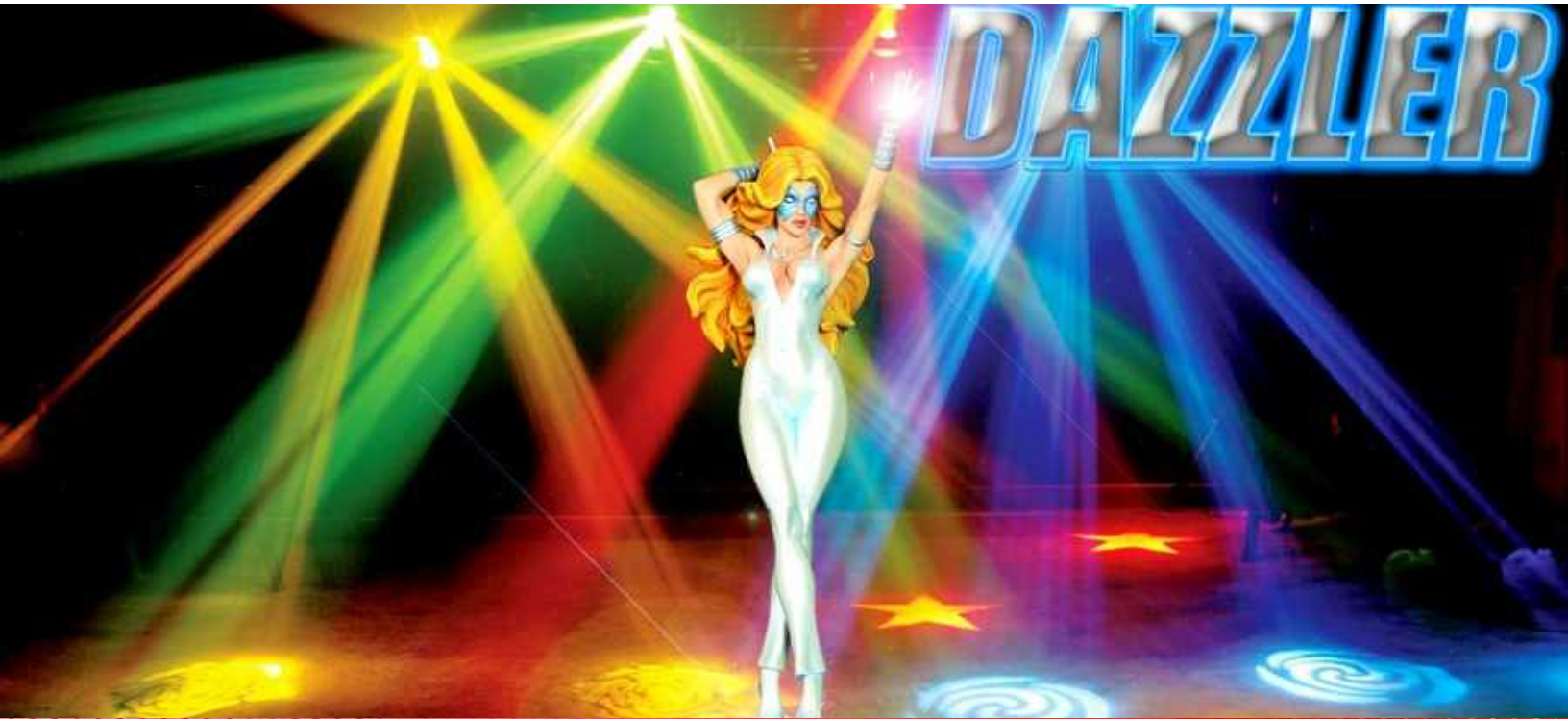
POWER POINTS

ABILITIES	40	**SKILLS**	30
POWERS	50	**DEFENSES**	18
ADVANTAGES	13	**TOTAL**	141

COMPLICATIONS

Fame: Dazzler is a famous pop-star and actress, likely to be recognized in public. Since she was publicly revealed to be a mutant, this has led to a lot of problems with prejudice.

Soundtrack Dazzler must have sound to convert to light, otherwise she cannot use her powers so she usually carries a radio that provides her with sufficient decibels to use her powers at 8 ranks. Her PL12 score is based on her full limits – practically the ambient sounds in a typical environment limit her power level to around PL10 in most circumstances.



DAZZLER X-MEN PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	3	3	4	2	4	3

POWERS

Energy Conversion & Light Emission: *Array (36 points)*

- **Dazzle:** Lightburst Burst Area Affliction 18 (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to vision, Limited – rank determined by ambient noise • *36 points*
- **Force Field:** Protection 10, Impervious, Subtle 2, Close, Limited - rank determined by ambient noise • *2 points*
- **Hypnotic Lightshow:** Perception Area Affliction 12 (Resisted by Will; Entranced, Stunned), Limited Degree, Limited – rank determined by ambient noise • *1 point*
- **Laser:** Ranged Damage 16, Limited – rank determined by ambient noise • *1 point*

Resistance to Light: Immunity 10 (Light Effects) • *10 points*

EQUIPMENT

Costume: Contains circuitry that provides for 8 ranks of sound in order to utilize her powers • *2 points*

ADVANTAGES

Attractive, Daze, Defensive Attack, Defensive Roll 2, Equipment 1, Evasion, Fascinate, Move by Action, Ranged Attack 4

SKILLS

Acrobatics 9 (+12), Athletics 6 (+6), Close Combat: Unarmed 4 (+8), Deception 6 (+8), Expertise: Dance 10 (+12), Expertise: Roller Skating 5 (+7), Expertise: Music 12 (+14), Perception 5 (+9), Ranged Combat: Laser Beam 3 (+10)

OFFENSE

INITIATIVE +3

Dazzle	Burst Area Affliction up to 18
Hypnotic Lightshow	Area Affliction up to 16
Laser +10	Ranged, Damage up to 16
Unarmed +8	Close Damage 1

DEFENSE

DODGE	10	**FORTITUDE**	6
PARRY	10	**TOUGHNESS**	16/4**/2*
WILL	6	*Without Force Field	
		**Without Defensive Roll	

POWER POINTS

ABILITIES	44	**SKILLS**	30
POWERS	50	**DEFENSES**	19
ADVANTAGES	13	**TOTAL**	156

COMPLICATIONS

Relationships: Longshot

DAZZLER: X-MEN

X-Men: During her tenure with the X-Men, Dazzler gained martial arts training (Close Combat 4 (+8) as well as more combat-oriented use of her powers. She retains this training, but is out of practice, focusing once again on her music career, presumably retaining her combat training but reducing her back to her original physical stats **(Str6)**

HERALD OF GALACTUS

Dazzler was only briefly employed by Galactus (See entry for: **Galactus**), in an errand to ferret his errant Herald, Terrax (See entry for: **Galactus' Heralds: Terrax**), out of a Black Hole, and she was subsequently stripped of the Power Cosmic.

In at least one alternate reality, however, Galactus chose to reject Terrax and take Dazzler on as his Herald – a task for which she proved herself at least as worthy as the Silver Surfer, becoming, in that reality, a Herald that accompanied the Devourer of Worlds for eons, steering Galactus away from populated planets, and even raising the spirit of compassion within the heart of Galactus himself. **(Str45)**

DAZZLER HERALD OF GALACTUS PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	11	3	3	3	2	10	3

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

Energy Conversion & Light Emission: *Array (40 points)*

• **Dazzle:** Lightburst Burst Area Affliction 20 (Resisted by Fortitude; Impaired, Disabled, Unaware), Limited to vision • *40 points*

• **Force Field:** Protection 3, Impervious, Subtle 2, Close • *2 points*

• **Hypnotic Lightshow:** Perception Area Affliction 18 (Resisted by Will; Entranced, Stunned), Limited Degree • *1 point*

• **Laser:** Ranged Damage 18, Limited • *1 point*

Herald's Body: Protection 1, Impervious Toughness 18; Immunity 10 (Life Support) • *29 points*

Resistance to Light: Immunity 10 (Light Effects) • *10 points*

EQUIPMENT

Roller Skates: Flight 19 (1,000,000 mph) Movement 4 (Environmental Adaptation – Zero-G, Space Travel 4), Strength-based Damage 2, Improved Critical - *45 points*

ADVANTAGES

Attractive, Daze, Defensive Attack, Defensive Roll 2, Equipment 9, Evasion, Fascinate, *Improved Critical (Roller Skates),* Move by Action, Ranged Attack 4

SKILLS

Acrobatics 9 (+12), Athletics 5 (+16), Close Combat: Roller Skates 5 (+8), Close Combat: Unarmed 2 (+5), Deception 6 (+16), Expertise: Astronomy 17 (+19), Expertise: Dance 10 (+12), Expertise: Roller Skating 5 (+7), Expertise: Music 12 (+14), Perception 6 (+16), Ranged Combat: Laser 3 (+10)

OFFENSE

INITIATIVE +3

Dazzle	Burst Area Affliction 20
Hypnotic Lightshow	Perception Area Affliction 18
Laser +10	Ranged, Damage 18
Roller Skates +8	Close, Damage 13, Crit. 19-20
Unarmed +8	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	14
PARRY	10	**TOUGHNESS**	18/14**/12*
WILL	10	*Without Force Field	
		**Without Defensive Roll	

POWER POINTS

ABILITIES	80	**SKILLS**	40
POWERS	106	**DEFENSES**	17
ADVANTAGES	21	**TOTAL**	254

DEATH

Death has been known to manifest itself on the physical plane as a sentient quasi-tangible being. Like Eternity, Lord Chaos, Master Order and others, Death is an abstract being embodied in a concept. In particular, Death and Eternity are the highest of these conceptual beings. Together, they (along with their alternate faces/counterparts, Infinity and Oblivion) comprise the mystical essence of the universe – Eternity embodies the principle of life and Death embodies the principle of mortality. Between the two is the balancing force of the World Devourer, Galactus, and the three compose a form of trinity within the physical universe.

Death and Eternity have appeared in human form, although presumably, they could appear in any guise they wished. Eternity generally appears in male form, while 'Mistress Death' usually manifests itself as a female – 'Mistress Death'. And while Death can take any guise she chooses, she most often appears to living beings as a hooded, robed skeleton – although she has been known to appear to certain individuals – like, say, Thanos of Titan – as a remarkably beautiful, dark-haired human woman.

Death's ultimate goals are unknown. There may be a master plan guiding its movements or nothing more than random chance. She referred to the universe as a tangled garden she must ever weed. Virtually all living creatures in the known universe must eventually surrender themselves to Death. Even the Eternals and the Asgardians age, and will someday die. The Olympian gods do not age, but can be killed, as can the group of ancient immortal beings, the Elders of the Universe. Galactus, the only known entity said to predate the Big Bang believes his own death to be inevitable.

The relationship between Death and the so-called gods of the dead in various pantheons is also very hazy. Death Gods like Hela, and demonic Hell Lords like Mephisto, seem to receive certain undefined powers from Death, and even rule over extra-dimensional realms seemingly inhabited by the souls of deceased mortals. But whether they are Death's pawns or allies cannot be determined.

Death remains one of the greatest mysteries of the universe. **(Str5000)**

PERSONALITY

Death is usually silent and aloof – although in her Mistress Death persona she often seems to take on personality traits consistent with a petulant female. Death tends to speak through proxies, like her counterpart, Eternity, although she has been known to more directly interfere with the workings of the universe more often than he does. Mistress Death also has a love/hate relationship with the mad titan, Thanos, and has often exploited his affections to accomplish her own ends.

REAL NAME: DEATH
OCCUPATION: PERSONIFICATION OF MORTALITY
BASE: N/A **AFFILIATION:** N/A
HEIGHT: VARIABLE **WEIGHT:** VARIABLE
EYES: VARIABLE **HAIR:** VARIABLE

POWERS AND ABILITIES

Death is essentially the equal and opposite of Eternity, and commands similar omnipotence although, like Eternity, she is still subordinate to forces like the Living Tribunal and the Infinity Gauntlet

X-Level: The stat-box is Death as a playable **PL38**. Her X-level is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

DEATH — PLX4/PL38

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
50	50	25	25	25	25	25	25

POWERS

Embodiment of Death:: Variable Power 50 (Any Powers with the Cosmic Descriptor), Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 50 • *420 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *400 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 25 (+50), Perception 25 (+50)

OFFENSE

INITIATIVE +7

Cosmic Energy +25	Ranged Damage 50
Unarmed +25	Close Damage 50

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	500	**SKILLS**	50
POWERS	920	**DEFENSES**	0
ADVANTAGES	35	**TOTAL**	1505

COMPLICATIONS

Enemies: Even Death has enemies. She has a particular enmity for the In-Betweener who once forced her into actions against her will.
Nemesis: … or perhaps 'opposite': Eternity
Relationships: Mistress Death, by her very nature, tends to eschew most contacts, beyond her immediate hand-maiden/servants. Her described 'counterpart' is Oblivion, but the two seem to have little to do with each other, unlike their opposites, Eternity and Infinity. Certain demonic entities draw power from Death (see: **Hell Lords**). Then, of course, there's Thanos…
Thanos: If Death can be said to have a boyfriend, it's this guy.

THE GRIM REAPER

As the embodiment of death and the opposing force to Eternity, when Death talks, almost everyone listens. She has vast powers, but rarely uses them directly, preferring to act through proxies – as such, she has a number of contacts on the mortal plane, such as the Mad Titan, Thanos. Mistress Death also has some relationship with the Death Gods of various godly pantheons, and demonic entities like Mephisto. While Death usually manifests as a female figure, she does have a masculine counterpart in the personification of Oblivion, and together they occupy two corners of the 'cosmic compass' along with Eternity and Infinity. Death is also said to occupy one corner of the 'Cosmic Trinity' with Eternity and the Planet Eater, Galactus. Most other cosmic-level entities, such as the Celestials, Master Order and Lord Chaos are subject to Death's will.
Despite her near omnipotence, there DO exist powers beyond even Mistress Death. She answers to the authority of the Living Tribunal, and has been defeated by powers such as the Infinity Gauntlet.

OBLIVION

OBLIVION — PLX4/PL38

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
50	50	25	25	25	25	25	25

POWERS

Embodiment of Oblivion: (Variable Power 50 (Any Powers with the Cosmic Descriptor), Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 50 • *420 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *400 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 10 (+25), Expertise (All fields) 25 (+50), Intimidation 25 (+50), Perception 25 (+50), Technology 25 (+50)

OFFENSE

INITIATIVE +7

Power Cosmic +25	Ranged Damage 50
Power Cosmic +25	Close Weaken 50
Unarmed +25	Close Damage 50

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	408	**SKILLS**	55
POWERS	1441	**DEFENSES**	28
ADVANTAGES	**53**	**TOTAL**	1985

THE ABSENCE OF EXISTENCE

As the embodiment of absence of all existence, and the opposing force to Infinity, **Oblivion** has vast powers, but rarely uses them directly, preferring to act through proxies. While Oblivion usually manifests as a male figure, he does have a feminine counterpart with Mistress Death, and together they occupy two corners of the cosmic compass along with Eternity and Infinity. Most other cosmic entities, such as the Celestials, Master Order and Lord Chaos are subject to Oblivion's influence. Like Infinity''s relationship to Eternity, Oblivion is a secondary face of Death and may not be able to exist as a conceptual being without the existence of Death. **(Str5000)**

X-Level: Oblivion is **PLX4 (20x4=80**)

DEATH GODS

HELA — PLX17 371 POINTS

Abilities: Str 17 **Sta** 14 **Agi** 5 **Dex** 5 **Fgt** 10 **Int** 2 **Awe** 9 **Pre** 9

Powers: Astral Projection: Remote Sensing 19 (visual, auditory, mental), Dimensional 3, Defenseless, Subtle 1, **Immortal:** Immunity 11 (Aging, Life Support), Impervious Toughness 3, **Death Goddess:** 50 point Array, **AE: Aging Rays:** Ranged Weaken Physical Abilities 25 (Resisted by Fortitude), Broad, Simultaneous, **AE: Death Touch:** Weaken Stamina 25 (Resisted by Fortitude), Progressive, Touch only), **AE: Hand of Glory:** Slashing Damage 19, Penetrating 19, **AE: Restore Life:** Healing 25, Persistent, Restorative, Resurrection, Limited to others, **Sorcery:** Sorcery 10 (Variable Power, Any Powers with the Magical Descriptor)

Equipment: Nightsword: Strength-based Damage +2 (Easily Removable) Improved Critical 2, Penetrating 8

Advantages: Benefit 6 (Goddess of Death), Diehard, Equipment 2, Fascinate (Deception), Fearless, Improved Initiative, Seize Initiative, Ritualist

Skills: Deception 6 (+8), Expertise: Occult 16 (+18), Expertise: Magic 14 (+16), Insight 8 (+17), Intimidation 8 (+17), Perception 6 (+15), Ranged Combat: Aging Rays/Magic 4 (+9)

Offense: Initiative +8, Aging Rays +9, Ranged Affliction and Weaken 25, Death Touch +10, Close Affliction and Weaken 25, Hand of Glory +10, Close Damage 19, Crit. 19-20, Nightsword +10, Close Damage 19, Crit. 19-20, Unarmed +7, Close, Damage +17

Defense: Dodge 12, Parry 12, Fortitude 20, Will 11, Toughness 14

Totals: Abilities 142 + Powers 178 + Advantages 16 + Skills 28 + Defenses +17 = 371

Complications: Enemies: Thor, Odin; **Power Loss:** if Hela loses contact with her cowl and cape she becomes a petrified corpse. She is restored to full power once these items are returned to her

Legend has it that **Hela** is the daughter of Loki and the sorceress giantess Angrboda. The three goddesses of fate, the Norns, have warned the Asgardian gods that Hela will prove a great danger to them.
Odin himself decreed that, on the day of her maturity, Hela become the goddess and ruler of the spirits of the Asgardian dead. He reserved for himself the right to rule over Valhalla, where the spirits of courageous warriors who died in battle reside. Hela was given control of Hel and Niffleheim, both realms of the dead. For ages, Hela has sought to bring more Asgardian souls under her control, and especially longs to possess the souls of Odin and Thor.
In recent years, Odin's attention wandered from Valhalla. Hela tried to annex that realm to her own, hoping to consolidate her power over all the spirits of Asgard's dead. Eventually, Odin noticed Hela's trespass and forced her to withdraw.
Though Hela is stalled for the present, no one doubts that she and her army of dead will be back. **(Str90)**
X-Level: Hela is sometimes treated as **PLX1** within her own realm.

PLUTO

Pluto is the eldest son of Cronus, ruler of the Titans, and his wife Rhea. Fearing that he would be overthrown by his offspring just as he overthrew his father Uranus, Cronus imprisoned each of his children in Tartarus, the darkest section of Hades, the Olympian underworld, as soon as he or she was born.
Horrified, Rhea gave birth to Zeus without Cronus' knowledge and raised him in secret. The adult Zeus eventually overthrew Cronus and freed his siblings. After the battle, Zeus imprisoned Cronus and the Titans in Tartarus, and knowing they would need a strong warder, assigned Pluto rule of the underworld, whereupon Pluto made a pact with the cosmic entity, Death, and became one of the so-called Death gods. Since then, Pluto has periodically launched schemes to overthrow his brother's rule and to secure a larger piece of the cosmic pie for himself and his true master.
Str 18 **Sta** 20 **Agi** 9 **Dex** 9 **Fgt** 12 **Int** 12 **Awe** 14 **Pre** 14, **Immunity** 11 (Aging, Life Support), Impervious Toughness 16, **Sorcery:** 19 (Variable Power, Any Powers with the Magic Descriptor), **Weaken Stamina** 21 (Resisted by Fortitude), Progressive **(Str95)**

SETH

The gods of Heliopolis came into existence over several generations. Before there were any gods, there was Nun, the essence of chaos and nothingness. Nun sired Atum, the first Heliopolitan god, who later took the aspect of Ra and sired the next generation of gods, Shu and Tefnut. Shu and Tefnut begat Geb and Nut, who parented **Seth**.
Seth is brother of Isis, Nephthys, and Osiris. Shortly after his birth, he was given sway over the realms of the dead. Later, Seth murdered Osiris in order to gain the throne of Heliopolis; but Isis resurrected him.
Str 15 **Sta** 15 **Agi** 7 **Dex** 7 **Fgt** 12 **Int** 4 **Awe** 8 **Pre** 14, **Immunity** 11 (Aging, Life Support), **Impervious Toughness** 6, **Undead Control:** 20, **Sorcery:** 13 (Variable Power, Any Powers with the Magical Descriptor) (**Str75)**

HELL LORDS

The Hell Lords are demonic beings (or 'devils') that feed parasitically upon human souls, in the manner of Christianity's Satan – with many of them often claiming to BE Satan himself. Among the most powerful of these evil beings are Satannish, and most particularly, Mephistopheles, or **'Mephisto'** (See entry for **'Mephisto'**). The Hell Lords are nearly powerful within their home dimensions, although their abilities will wax and wane depending upon how many souls they possess.

DEATHSTROKE

At 16, Slade Wilson lied about his age to enter the army, making a name for himself while serving in Korea. Becoming a legend in the army, Wilson was on a tour of duty in Vietnam when he volunteered for an experimental treatment to increase soldiers' resistance to truth serum. Unfortunately, Wilson reacted adversely to the process and he began losing the ability to walk and talk, becoming debilitated to the point where he was discharged and sent home. However, after being sent back, Wilson realized that his strength and reflexes were improving again – but the effect was unstable. He would metahuman ability one day and be virtually catatonic the next.

Eventually the process stabilized and Wilson's heightened abilities remained intact. He used his abilities to become the mercenary known as **Deathstroke: The Terminator** and operated as such until his youngest son, Joe, was kidnapped by an adversary known only as the Jackal. The Jackal threatened to kill the boy if Wilson didn't tell him who he had been hired for a special mission in the Middle East. Wilson refused to talk and attacked the Jackal instead, but not before his son's throat was slit, leaving him mute. Wilson's wife would never forgive him for this and she attempted to shoot him, a shot that grazed his temple and rendered his right eye sightless.

After a successful operation involving the capture of the Man-Bat, Deathstroke came into conflict with Blüdhaven's protector, Nightwing (see entry for: **Nightwing**), Dick Grayson, former partner of the Batman. Nightwing forced Wilson to release his captive and has been varyingly an ally and an enemy of Wilson over the years.

Deathstroke's constant contact with Nightwing and his former allies in the Teen Titans has occasionally encouraged Wilson to attempt to turn over a new leaf – at times even leading the Titans in battle. But Slade is first and foremost, a mercenary, and he continues to walk both sides of the law, depending on his paycheck. His continued operations in Blüdhaven have led to an uneasy truce with Nightwing.

PERSONALITY

Deathstroke's personality is as grim and mercenary as the work he does. He conducts himself with calculated confidence. Deathstroke tends to apply his tactical mind to relationships as well as combat, constantly manipulating everyone around him. As a stone-cold killer, he shows little emotion or regret. On rare occasions, he lets his guard down enough to show fleeting glimpses of love or remorse regarding his shattered family, but swiftly regains his killer's composure, looking on those moments as weaknesses or destractions.

REAL NAME: SLADE WILSON
OCCUPATION: MERCENARY, ASSASSIN
BASE: GOTHAM CITY, SANTA PRISCA
AFFILIATION: VARIOUS MERCENARY GROUPS
HEIGHT: 6' 4" **WEIGHT:** 225 LBS
EYES: BLUE **HAIR:** WHITE

POWERS AND ABILITIES

Originally a highly trained soldier, Deathstroke was injected with experimental adrenal serums as part of a super-soldier program. The serum granted Slade an array of superhuman abilities, including enhanced strength, heightened reflexes and the ability to utilize as much as 90% of his brain simultaneously. Later treatments would provide him with a regenerative healing factor.

DEATHSTROKE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
7	7	9	8	15	4	6	5

POWERS

Body Armor: Impervious Protection 4; Senses 1 (Communication Link); Removable (-2 points) • *7 points*
Enhanced Brain Capacity: Enhanced Advantages (Eidetic Memory); Enhanced Intelligence 1; Quickness 2, Limited to Mental • *3 points*
Enhanced Senses: Enhanced Advantages (Uncanny Dodge); Enhanced Awareness 1; Senses 8 (Acute Sense of Smell, Danger Sense, Darkvision, Extended Rapid Hearing, Extended Rapid Vision) • *11 points*
Healing Factor: Immunity 2 (Aging, Poison); Regeneration 8 • *10 points*
Heightened Reflexes: Enhanced Advantages (Evasion 2, Seize Initiative) • *3 points*
Heightened Speed: Enhanced Advantages (Improved Initiative 2); Quickness 1; Speed 3 (16 MPH) • *6 points*
Power Staff: Array (20 points), Easily Removable (–8 points)
• **Stunning Blast:** Ranged Affliction 10 (Resisted by Fortitude; Daze, Stunned, Incapacitated) • *20 points*
• **Energy Blast:** Ranged Damage 10 • *1 point*
• **Lethal Strike:** Strength-based Damage 3 • *1 point*
• **Stunning Strike:** Affliction 10 (Daze, Stunned, Incapacitated) • *1 point*
Promethium Sword: Strength-based Damage 3, Improved Critical, Penetrating 5, Easily Removable (–4 points), Indestructible • *5 points*
Super-Strength: Enhanced Strength 1, Limited to Lifting (Lifting Str 8; 6 tons) • *1 point*

EQUIPMENT

Communication Device: Feature 1 (Auditory Communication) • *1 point*
Mini-Tracers: Feature 1 (Tracking) • *1 point*
Rebreather: Immunity 2 (Suffocation), Limited • *1 point*
Arsenal: 16-Point Array
• **Flash-Bang Grenades:** Burst Area Dazzle, 4 Dodge DC 14 • *16 points*
• **Assault Rifle:** Ranged Multiattack Damage 5 • *1 point*
• **Combat Knife:** Strength-based Damage 2, Improved Critical • *1 point*
• **Fragmentation Grenades:** Ranged Burst Area Damage 5 • *1 point*
• **Heavy Pistol:** Ranged Damage 4 • *1 point*
• **Sleep Gas Grenades:** Cloud Area Sleep 4 • *1 point*
• **Smoke Grenades:** Cloud Area Concealment Attack 4 • *1 point*
• **Sniper Rifle & Targeting Scope:** Ranged Damage 5, Improved Aim, Improved Critical • *1 point*
• **Shotgun:** Ranged Damage 5, Accurate, Limited to 3 Damage against targets with Protection •*1 point*
• **Tear Gas Grenades:** Ranged Cloud Area Affliction 4 ((Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated)) • *1 point*

SKILLS

Accurate Attack, Assessment, Chokehold, Close Attack, Connected, Contacts, Defensive Attack, *Eidetic Memory*, Equipment 6, *Evasion 2*, Fearless, Great Endurance, Improved Aim, Improved Critical (Sword), Improved Critical (Guns), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, *Improved Initiative 2*, Improved Trip, Instant Up, Jack-of-all-trades, Languages 3, Luck, Move-by Action, Power Attack, Precise Attack (Ranged; Cover), Prone Fighting, Quick Draw, Ranged Attack 8, Redirect, *Seize Initiative*, Takedown, Throwing Mastery, *Uncanny Dodge*, Well-informed

ADVANTAGES

Acrobatics 8 (+17), Athletics 10 (+17), Close Combat: Unarmed 2 (+17), Deception 10 (+15), Expertise: Streetwise 6 (+10), Expertise: Tactics 11 (+15), Insight 6 (+12), Intimidate 10 (+15), Investigate 8 (+12), Perception 10 (+16), Persuasion 4 (+9), Ranged Combat: Guns 3 (+11), Ranged Combat: Throwing 1 (+9), Sleight of Hand 3 (+11), Stealth 10 (+18), Technology 6 (+10), Vehicles 2 (+10)

OFFENSE

INITIATIVE +11

Assault Rifle +19	Ranged, Damage 5
Knife (thrown) +17	Ranged, Damage 9
Power Staff Blast +16	Ranged, Damage 10/Affliction 10
Power Staff Strike +16	Close, Damage 10 /Affliction 10
Promethium Sword +16	Close, Damage 10, Penetrating 5
Shotgun +19	Ranged, Damage 5
Sniper Rifle +19	Ranged, Damage 5
Unarmed +18	Close, Damage 7

DEFENSE

DODGE	15	**FORTITUDE**	14
PARRY	15	**TOUGHNESS**	11
WILL	12		

POWER POINTS

ABILITIES	118	**SKILLS**	15
POWERS	61	**DEFENSES**	19
ADVANTAGES	46	**TOTAL**	289

COMPLICATIONS

Enemy: Personal vendettas against Green Arrow and Nightwing.
Motivation: Being the best there is at what he does.
Relationship: Deathstroke has had a series of tumultuous romances, first with his wife Adeline, then later with Terra, and former police officer Pat Trayce, the second Vigilante
Relationship: Rose and Joseph Wilson, (Ravager, Jericho) are Slade's two surviving children – all that remains of his broken family. Though he manipulates them, Slade cares for his children in his own twisted, obsessive way. They may yet prove his greatest weakness.
Temporary Insanity: While Deathstroke can regenerate from even the most mortal of wounds, recovering from the Dying condition renders him insane and animalistic for a short period of time.

DIRTY HARRY

The most famous and controversial officer in the San Francisco Police Department, Detective Inspector Harold "**Dirty Harry**" Callahan, is well known in the city for his mixture of ruthless and often brutal pursuit of criminals and sharp detective skills.

After a stint in the Marine Corps, Callahan joined the S.F.P.D. in the 1950s and eventually rising to the rank of Inspector, becoming involved in several controversial cases and losing his wife in an automobile accident along the way.

Harry Callahan is known as 'Dirty Harry' because he's the guy that does 'every dirty job that comes along' - situations too violent and unpredictable for conventional police methods – and that also often prove fatal to his partners.

Nonetheless, Harry has had undeniable success in bringing violent criminals to justice. There was the deranged and psychotic "Scorpio Killer" (*Dirty Harry*), a ring of vigilante police officers led by a rogue lieutenant (*Magnum Force*), a group of terrorists who kidnap San Francisco's mayor (*The Enforcer*), a revenge killer of violent rapists (*Sudden Impact*), and a deranged movie buff (*The Dead Pool*), and these are but a few of the villains who met violent ends after tangling with Dirty Harry Callahan.

Dirty Harry is, of course, known for carrying a Smith & Wesson .44 Magnum revolver and enjoys reminding prospective would-be resistors-of-arrest that they are looking up the barrel of 'the most powerful handgun in the world' and could blow their heads 'clean off.'

In *Sudden Impact*, Callahan also packs a customized .44 Magnum "Automag" – a unique weapon that proves valuable when Harry is attacked by three thugs and loses his regular gun. During the ensuing struggle , Harry turns to the Automag for the climatic shootout, killing an entire gang of criminals in a closed amusement park, and impaling the last member on a merry-go-round's unicorn horn after shooting him off the tracks of a nearby roller coaster.

At the end of gunfights, Callahan will often taunt cornered villains – telling them he may or may not be out of bullets, and wondering – with the barrel of the .44 in their face, if they 'feel lucky.' He does this twice in *Dirty Harry*, first with a bank robber, who lacks the courage to call Callahan's bluff, only to discover Harry's gun is empty. In the final showdown with 'Scorpio', Harry presents the challenge again. Scorpio takes the dare, reaching for his own gun, but this time Harry has one more bullet and blows the psychopathic nut-job away.

The Dead Pool is the final film in the series – presenting Dirty Harry in his sixties, although still in whipcord shape and tough as nails – and Callahan's later-day cases, and presumed eventual retirement, have never been chronicled. **(Str9)**

REAL NAME: HARRY CALLAHAN
OCCUPATION: POLICE INSPECTOR, HOMICIDE DETECTIVE
BASE: SAN FRANCISCO **AFFILIATION:** S.F.P.D.
HEIGHT: 6" 4" **WEIGHT:** 225 LBS.
EYES: BLUE **HAIR:** BROWN

DIRTY HARRY — PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	1	2	6	1	2	3

EQUIPMENT

Pistol: Ranged Damage • *4 points*

ADVANTAGES

Close Attack 4, Benefit (Homicide Detective), Connected, Contacts, Defensive Roll 2, Equipment 1, Improved Critical (Pistol), Improved Critical (Unarmed), Improved Initiative, Luck, Quick Draw, Ranged Attack (Pistol) 11, Skill Mastery (Investigation), Ultimate Effort (Aim)

SKILLS

Deception 6 (+9), Expertise: Criminology 9 (+10), Expertise: Detective 9 (+10), Expertise: Streetwise 10 (+12), Insight 8 (+10), Intimidation 11 (+14), Investigation 9 (+10), Perception 8 (+10), Stealth 5 (+6), Sleight of Hand 5 (+6), Treatment 6 (+9), Vehicles 6 (+7)

OFFENSE

INITIATIVE +9

Pistol +12	Ranged, Damage 4, Crit. 19-20
Unarmed +10	Close, Damage 3, Crit. 19-20

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/4*
WILL	8	*Without Defensive roll bonus	

DEFENSE

ABILITIES	44	**SKILLS**	41
POWERS	0	**DEFENSES**	27
ADVANTAGES	25	**TOTAL**	137

COMPLICATIONS

Do You Feel Lucky, Punk?: Harry is famous for his stern one-liners – if he can bust one of these off during a crucial moment, he can employ +2 to any action and +4 to Intimidation.

Enemies: Over the years, Harry has earned a wide variety of enemies in the San Francisco underworld, including the mob, as well as a long list of deranged, psychotic killers.

Short-Lived Sidekicks: Harry's partners tend to be extremely short-lived, rarely making it to the end of any given case, although their often-gruesome murders do tend to give Harry a little extra rage for his final vengeance quest.

PERSONALITY

Dirty Harry is the caricature of the tough-as-nails law-enforcer – the sort comics like Judge Dredd are based on. He is hardened, cynical, and more than willing to break the rules to serve justice. Conversely, he is extremely cautious of those who would abuse their positions within the law.

Harry does have a heart, however, although mostly it just makes him mad – but he will go to great lengths to protect innocents and punish those who would hurt them.

POWERS AND ABILITIES

Harry Callahan was a marine as a young man, and has a lifetime of law-enforcement training. He is a large, powerful, tough, streetwise, individual, with a shrewd detective mind, and he is a dead-shot with his .44 Magnum. Not the least of his abilities his talent for intimidation.

DOCTOR DOOM

REAL NAME: VICTOR VON DOOM
OCCUPATION: RULER OF LATVERIA
BASE: LATVERIA
AFFILIATION: NONE
HEIGHT: 6' 2" (6' 7")
WEIGHT: 225 (415) LBS
EYES: BROWN
HAIR: BROWN

Victor Von Doom was the child of gypsies living in the Balkan country of Latveria. His father Werner was a local healer and his mother Cynthia was a sorceress. She died when Mephisto seized her soul and took it to his realm. Werner died when he was killed by the King's troops for failing to cure the dying queen. Afterwards, Victor was raised by another gypsy family and fell in love with their daughter Valeria.

Victor had an incredible thirst for new knowledge. First, he explored magic through the books left him by his mother. Then he traveled to the U.S. in search of scientific knowledge. There he met Reed Richards when they were students in Empire State University's Physics department. Doom tried to combine his magical and scientific talents into a device that would enable him to communicate with the dead. When he first used the device, it exploded and gave him a small scar along his jaw. Doom was convinced he was hideously maimed and left the U.S.

He continued his quest for knowledge in Tibet. He joined an order of monks to learn their skills and knowledge. They helped him build his first armor. Doom insisted on donning the mask while it was still red-hot, thus further scarring his face.

Doom returned to Latveria and overthrew its monarch, King Rudolpho. He established a scientific citadel where he worked on weapons for world conquest.

When the FF came into existence, Doom recognized Reed and felt the urge to destroy this rival. This began the long running war that has plagued the FF ever since. **(Str39)**

PERSONALITY

At the core of Doom's mind is a strong Oedipal Complex. He wants to rescue his mother from Mephisto. To this end, he has learned every magical or technological trick that could help him in his quest. Doom is also an incredible egotist. He believes he is the greatest, smartest man in the world or perhaps even in the galaxy. When someone comes along who challenges that belief (such as Reed), Doom swears a vendetta against that rival. As a peculiar side-effect of his ego, Doom possesses a much-vaunted sense of honor. He considers it demeaning to break a promise once he has made it.

However, Doom will happily lie to potential allies and turn on them when the time is ripe, should he not consider them his peers.

POWERS AND ABILITIES

Doctor Doom is a brilliant scientist, on the level of Reed Richards, capable of accessing and adapting Galactus' equipment. Doom is also a competent sorcerer, with the ability to fire mystic bolts, or mind transference. He is best known, however, for his vast array of gadgets, particularly is battle armor, which is comparable to Iron Man's. Doom's armor grants him super-human strength, the power of flight, Invulnerability, as well as a wide array of offensive weapons, ranging from energy blasts, to electric shocks, to a simple side-arm energy pistol. As a gadgeteer, combined with his personal wealth and that of his nation, Doom can pretty much create any device or weapon he wants.

DOCTOR DOOM — PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	2	2	3	8	11	8	11

POWERS

Magic: Array *(16 points)*
- **Magical Blast:** Ranged Damage 8 • *16 points*
- **Dimensional Gate:** Movement (Dimensional Travel 2); Teleport 10, Extended, Limited to Extended • *1 point*

Mind Transferal: Perception Ranged Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled) • *44 points*

POWERED ARMOR: REMOVABLE (-21 POINTS) * *73 POINTS TOTAL*

- **Armor:** Protection 10, Impervious 10 • *20 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*
- **Sensors:** Senses 13 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *13 points*
- **Exoskeletal Enhancement:** Enhanced Strength 8, Ranged Attack 8 • *32 points*

Weapon Systems: Array *(20 points)*
- **Energy Blast:** Ranged Damage 10 • *20 points*
- **Electric Shock:** Damage 17 (Limit: touch only) • *1 point*

ADVANTAGES

Accurate Attack, Benefit 6 (Diplomatic Immunity, Ruler of Latveria), Connected, Defensive Attack, Eidetic Memory, Inspire 2, Improvised Tools, Inventor, Languages 2, Leadership, *Ranged Attack 8,* Seize Initiative, Set-up, Skill Mastery (Technology), Ultimate Effort (Technology), Well-informed

SKILLS

Close Combat: Electric Shock 2 (+10), Deception 2 (+13), Expertise: Magic 2 (+13), Expertise: Science 13 (+24), Insight 7 (+15), Intimidation 6 (+16), Perception 6 (+14), Persuasion 4 (+14), Technology 13 (+24), Vehicles 6 (+8)

OFFENSE

INITIATIVE +6

Electric Shock +10	Close Damage 17
Energy Blast +10	Ranged Damage +10
Magical Blast +10	Ranged Damage +8
Unarmed +8	Close Damage 10

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	12/2*
WILL	13	*Without Armor	

POWER POINTS

ABILITIES	94	**SKILLS**	31
POWERS	150	**DEFENSES**	23
ADVANTAGES	17	**TOTAL**	315

COMPLICATIONS

Arrogance: Doom is supremely arrogant, confident in his own abilities and demands recognition for them

Enemy: Reed Richards

Obsession: Doom's life is guided by three goals: World Domination, Freeing the soul of his mother from Hell, and the destruction of Reed Richards and the Fantastic Four.

PREMIER VILLAIN

Doctor Doom is the height of villainy within the Marvel Universe, with only Thanos of Titan racking up a comparably impressive record of conquest. Doom has stolen the power of Galactus on more than one occasion, as well as the might of the nigh-omnipotent Beyonder. Recently, he even restructured the entire Marvel multiverse with collective might stolen from the entire race of Beyonders, becoming 'God-Emperor Doom' (Variable Power 55). Over the course of these endeavors, he has also, at one time or another, earned the enmity of nearly every hero and villain in the Marvel Universe.

DOCTOR STRANGE

REAL NAME: STEPHEN STRANGE
OCCUPATION: SORCERER SUPREME, FORMER SURGEON
BASE: GREENWICH VILLAGE **AFFILIATION:** DEFENDERS
HEIGHT: 6' 2 ½" **WEIGHT:** 178 LBS
EYES: GRAY **HAIR:** BLACK, WHITE AT TEMPLES

The brilliant but arrogant surgeon, Stephen Strange had his career cut short in a car accident that injured the nerves in his hands. Seeking a cure, Stephen traveled to Tibet and found the temple of the Ancient One, an aged sorcerer. While there, he discovered Baron Mordo, the Ancient One's pupil, plotting to kill his master. Stephen warned the Ancient One, proving his potential for good and worthiness of power. He became the Ancient One's disciple, learning the secrets of sorcery and later taking on his mentor's mantle as the Earth's Sorcerer Supreme.
Doctor Strange remains the primary go-to guy in matters magical for the heroes of Marvel Earth, and has aided groups like the Avengers and the Fantastic Four on many occasions, and has even been tapped for his mystical expertise by entities such as the world-devouring Galactus. He spends much of his time dealing with mystical threats beyond the ken of most mortals, such as the dread Dormammu and Nightmare. He rarely works with other heroes on a regular basis, with the exception of when he united the Hulk, the Silver Surfer, the Sub-Mariner, and a number of other heroes, under the banner of the Defenders. He also formed the ill-fated Illuminati with Reed Richards, Tony Stark, the Black Bolt, and Professor Xavier. **(Str5)**

PERSONALITY

Doctor Strange is methodical, wise, and investigative, with a wry, austere wit. His mystical training has left him aloof, and extremely self-controlled. His youthful arrogance has mellowed with the lessons of life, age, and experience.

POWERS AND ABILITIES

As the Sorcerer Supreme of Marvel Earth's dimension, Doctor Strange has a myriad of magical abilities to draw upon. Some of his more rudimentary powers include magical blasts and levitation, as well as magical shields and dimensional travel. He also has an array of magical artifacts, that grant him a wide range of additional powers.
Besides his own personal powers, Doctor Strange can draw upon the powers of various mystical entities, such as the Vishanti, that allow him into much vaster reservoirs of magical energies.
His magical disciplines have also given Doctor Strange an array of mental powers, like telepathy and hypnotism. He also retains his medical training although his hands are unable to perform surgery. His assistant, Wong, also trains him regularly in unarmed Martial Arts.

DOCTOR STRANGE PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	1	4	5	4	12	13

POWERS

Cloak of Levitation: Flight 6 (Removable -2) • *10 points*
Eye of Agamotto: Array *(40 points),* Removable (-8 points) • *36 points*
• **All-Seeing Eye:** Enhanced Insight 5, Enhanced Perception 5, Senses 30 (All Mystic Senses) • *40 points*
• **Dimensional Aperture**: Movement 3 (Dimension Travel 3), Portal • *1 point*
• **Enhanced Mental Powers:** Variable 3 for enhancing mental effects up to 2 ranks, Move Action • *1 point*
• **Suspended Animation:** Enhanced Advantage (Diehard), Continuous, Affects Others Only • *1 point*
Orb of Agamotto: Mystical Detection: Senses 30 (Detect Magic) • *30 points*
Personal Magic: Array *(38 points)*
• **Astral Projection:** Remote Sensing 10, dimensional 2, noticeable (auditory, visual) • *1 point*
• **Blast:** Ranged Damage 14 (Magic), Dynamic • *28 points*
• **Conjuration**: Create 10, continuous, innate, precise • *1 point*
• **Dimensional Travel:** Movement 2 (mystical), Summon (People or Objects) • *2 points*
• **Levitation**: Flight 9, Subtle, Levitation • *1 point*
• **Magic Shield:** Force Field 14 • *1 point*
• **Mystic Senses:** Senses 4 (Detect Magic, Ranged, Acute, Analytical) • *1 point*
• **Spell of Silence:** Ranged Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Bound from speaking of specific subjects) • *1 point*
• **Telepathy:** Communication 1 (close range, mental) 4, Mind Reading 8 • *2 points*

ADVANTAGES

Artificer, Benefit 2 (Sorcerer Supreme), Connected, Ritualist, Seize Initiative, Trance

SKILLS

Close Combat: Unarmed 2 (+7), Deception 4 (+8), Expertise: Magic 23 (+24), Expertise: Medicine 8 (+12), Insight 8 (+18), Investigation 4 (+8), Perception 8 (+20), Persuasion 4 (+17), Ranged Combat: Magic 8 (+12), Sleight of Hand 6 (+10), Treatment 7 (+11)

OFFENSE

INITIATIVE +1

Magic +12	Ranged, Damage 14 plus others
Unarmed +7	Close, Damage 0

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	10	**TOUGHNESS**	2
WILL	17		

POWER POINTS

ABILITIES	82	**SKILLS**	38
POWERS	84	**DEFENSES**	26
ADVANTAGES	7	**TOTAL**	2437

COMPLICATIONS

Enemy: Dormammu
Responsibility: Doctor Strange is Sorcerer Supreme for the entire Earth dimension.

THE DEFENDERS

Doctor Strange is the defacto leader of the loose-knit hero-group, the Defenders, which included the formidable muscle of the Silver Surfer, the Incredible Hulk, Namor the Submariner, as well as more regular members like the Asgardian Valkyrie, and Hellcat. The Defenders originally untied to battle the techno-wizard Yandroth, and, and would periodically form an irregular partnership – usually in order battle super-natural menaces – sort of Doctor Strange's own Avengers for extra-dimensional specialty work. The team eventually disbanded – but largely due to the volatile deathbed-curse of Yandroth (apparently believing the cruelest thing he could do to them was to force them to work together), a spell was cast that would magically transport the core group – Doctor Strange, the Hulk, Namor, and the Silver Surfer – together in times of crisis… again crisis that tended towards the supernatural or the occult.

While the Defenders no longer exist as a chartered group, most of its members – even the Hulk (most of the time) will come to Doctor Strange's aid if requested, and the Defenders teams remain one of the Earth's dimension's most diligent sentinels against things that go bump in the night – and they are the ones who bump back.

DOOMSDAY

REAL NAME: NONE, KNOWN AS THE ULTIMATE
OCCUPATION: DESTROYER
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 7'
WEIGHT: 615 LBS
EYES: RED
HAIR: WHITE

The creature known as **Doomsday** originated long ago on the planet Krypton, before that world's inhabitants conquered their environment. The alien scientist Bertron cloned and released a humanoid infant onto the harsh surface of the planet. After its immediate death, the remains were dissected and used to create a new clone. Each successive "generation" of the creature was encoded with the death agonies of all of the prior clones, creating a form of forced adaptive evolution.

First, the clone became able to withstand the harsh environment. Then it developed abilities to deal with the deadly predator species, to survive on solar energy without the need for food, water, or air, and, eventually to regenerate and adapt to whatever killed it, even without Bertron's technology. "The Ultimate" form of the creature exterminated Krypton's deadliest predatory species, then turned on Bertron, aware that he had "killed" it thousands of times over.

Escaping from Krypton, the creature rampaged across the universe for thousands of years. It battled Darkseid on Bylan 5, resulting in the poisoning of that world's atmosphere. It rampaged across Khundia, uniting the warring clans to build a rocket to send the Destroyer hurling back into space. The creature killed a Green Lantern and even attacked Oa, requiring hundreds of Green Lanterns and even one of the Guardians of the Universe to perish in order to stop it

Finally, the Ultimate cut a swath of devastation across the world of Calaton. The survivors of the Calaton royal family merged their life forces into a powerful energy being known as the Radiant. It killed the Ultimate, although the battle devastated the surface of Calaton. In accordance with their funerary rites, the Calatonians shrouded and chained the Ultimate's corpse, so its spirit could not escape the afterlife. They placed it into a capsule and shot it into space.

Eventually, the capsule crash-landed on Earth, buried deep underground by the impact. After an unknown amount of time buried alive, the creature regenerated and fought its way free, emerging in the American Midwest. Dubbed "Doomsday" after Booster Gold likened its appearance to "the arrival of doomsday," the creature easily defeated the assembled Justice League, making his way towards Metropolis.

Doomsday's early development gave him the ability to sense the presence of Kryptonian life-forms - it automatically considered them a threat – so he was drawn to Superman's home to attack him. Superman attempted to stop the monster, leading to a running battle all the way into Metropolis. Even the Man of Steel was only just able to slow the creature. Finally, in a no-holds-barred combat, Superman and Doomsday beat each other to death in front of the *Daily Planet* building in downtown Metropolis. Not long thereafter, Hank Henshaw, the Cyborg Superman (posing as the real Superman) stole Doomsday's corpse. He bound the creature to an asteroid and sent it hurtling out of the solar system on a trajectory that would not intersect with any inhabited worlds. Doomsday recovered in the depths of space, still unkillable. **(Str200)**

PERSONALITY

Doomsday is an engine of almost mindless destruction. There is no reasoning - or even speaking -with it.

DOOMSDAY PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
20	20	1	1	10	-2	0	0

POWERS

Adaptive: Immunity 20 (Any effect that previously killed him, see description) • *20 points*
Bone Spurs: Strength-based Damage 2 • *2 points*
Healing Factor: Immortality 6, Regeneration 18 • *30 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 20 • *30 points*
Leaping: Leaping 10 (4 miles) • *10 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons) • *4 points*

ADVANTAGES

All-out Attack, Diehard, Fast Grab, Fearless, Great Endurance, Improved Critical (Bone Spurs), Improved Initiative, Improved Hold, Power Attack, Takedown

SKILLS

Athletics 6 (+26), Intimidation 12 (+12), Perception 4 (+4), Ranged Combat: Throwing 6 (+7)

OFFENSE

INITIATIVE +5

Bone Spurs +10	Close, Damage 22, Crit. 19-20
Unarmed +10	Close Damage 20

DEFENSE

DODGE	10	**FORTITUDE**	20
PARRY	10	**TOUGHNESS**	20
WILL	12		

POWER POINTS

ABILITIES	100	**SKILLS**	12
POWERS	95	**DEFENSES**	21
ADVANTAGES	10	**TOTAL**	241

COMPLICATIONS

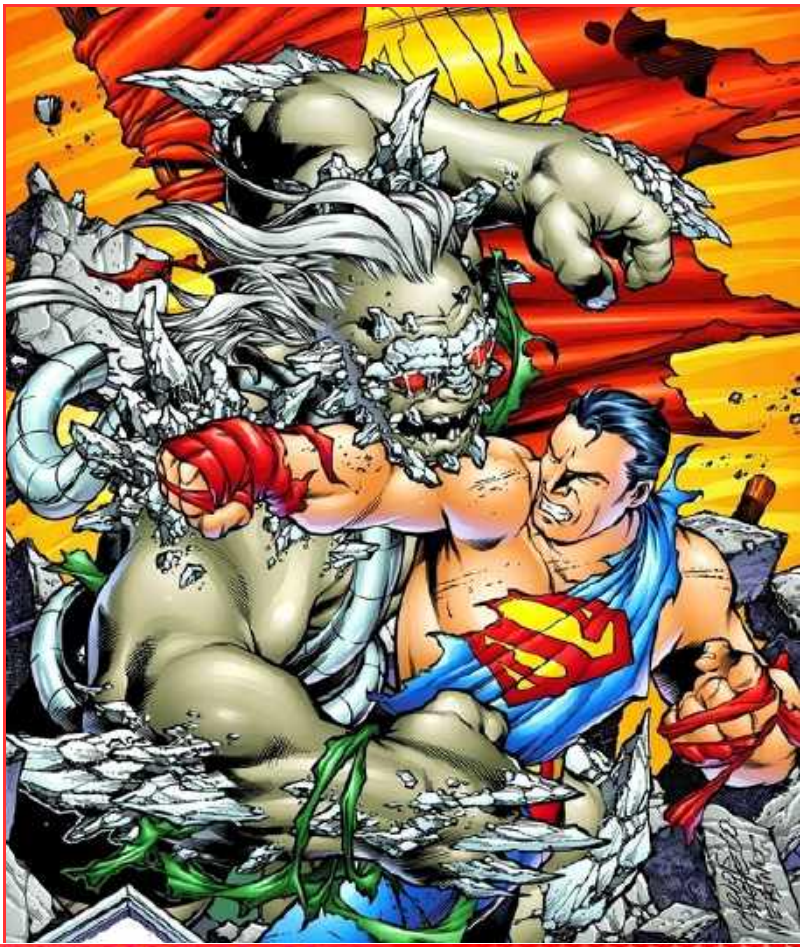
Hatred: Doomsday hates all things Kryptonian and can sense Kryptonian life-forms due to the nature of its origins.

POWERS AND ABILITIES

Doomsday is a massive powerhouse, able to dish out rank 22 Damage with an attack - 27 with a critical hit! - but his greatest power is his ability to bounce back from virtually *anything.* His Adaptive power is a unique sort of Immunity: once a particular effect has killed him, Doomsday adapts to it and the effect no longer works against him.

The Gamemaster should keep track of all the different ways used to defeat Doomsday in the game, and may choose to make a particular method the heroes try one already covered by Doomsday's Immunity as a complication, awarding the players a hero point accordingly.

Similarly, Doomsday has been known to spontaneously develop additional abilities to deal with certain foes, anything from breathing fire to secreting venom from his bone spurs, or even extending them into retractable tendrils. These are essentially one-time power stunts the GM can introduce as complications when the heroes face Doomsday, particularly if any of them have known vulnerabilities or weaknesses. Base their rank(s) on Doomsday's power level and the appropriate rank for the power level of the game.



DORMAMMU

Little is known of **Dormammu's** origins, other than that he is a member of the extra dimensional Faltinian race. With the help of his sister Umar, he defeated the invasion of the Mindless Ones and became ruler of the Dark Dimension, increasing his magical abilities by transforming his body into mystical energy. He consolidated his power, exiled his sister, and eventually became Sorcerer Supreme of the Dark Dimension.

As a consequence of one of his most costly defeats, Dormammu was scattered throughout the universe. Being a mystical energy creature, however, he was not permanently destroyed, but rather just severely weakened. During his absence, both Umar and Clea have assumed the mantel of Sorceress Supreme of the Dark Dimension.

In the last years of his known existence, Dormammu's attention was not focused on re establishing himself as leader of that Dimension, but rather on defeating Doctor Strange and conquering Earth. To accomplish these ends Dormammu enlisted the aid of humans, most notably Baron Mordo. The quantity of power that Dormammu can confer upon one of his minions is immeasurable, but at least potentially sufficient to dwarf the abilities of any dimension's sorcerer supreme. **(Str48)**

PERSONALITY

Despite his great power – or perhaps because of it – Dormammu is not terribly subtle – he uses his powers directly and to the point. Although he may engage in complex schemes to gather power, once he has gained that power, he uses it in a forthright manner.

Oddly enough, Dormammu is possessed of a strange sense of honor and will never break his word once given, or attack someone to whom he is indebted. It is possible that these self-limiting codes are related to trappings and strictures inherent to his magical nature, rather than any true sense of honor – perhaps similar to the literal, but misleading truths spoken by Mephisto (the Devil).

POWERS AND ABILITIES

Dormammu was once the Sorcerer Supreme of the Dark Dimension and is, in any case, an extremely powerful being. He may use any listed power as a spell, subject to the limitations of Personal, Universal, and Dimensional energy restrictions, except for those specifically connected with the maintenance of order. Dormammu draws all of his strength from his followers and captives. These figures may very depending upon the relatives strengths of his followers at any given time, and Dormammu cannot be destroyed as long as some of his followers still exist. The stats above reflect Dormammu at his normal power levels.

Dormammu has however, a long history of augmenting his might with various power sources and Dormammu has, at certain times, accumulated sufficient power to challenge the embodiment of the universe, Eternity, himself. In cases such as these, Dormammu becomes an X-Level character, himself, and the Gamemaster is free to apply whatever stats appropriate – for example, over-coming Eternity would place Dormammu as high as PLX4.

REAL NAME: DORMAMMU
OCCUPATION: FORMER RULER OF THE DARK DIMENSION
BASE: THE DARK DIMENSION **AFFILIATION:** NONE
HEIGHT: 6' 1" **WEIGHT:** UNREVEALED
EYES: GREEN **HAIR:** FLAME (FORMERLY BLACK)

DORMAMMU PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	13	9	9	8	12	12	14

POWERS

Immortal: Immunity 30 (Fortitude Effects), Protection 7, Movement 2 (Dimensional Travel 2 (Dark Dimension Occult Dimensions)), Regeneration 5, Senses 5 (Magic Awareness (Analytical, Extended 2)) • *51 points*

Magic: Array *(60 points)*

- **Call Servants:** Summon 10, Heroic, Broad Variable Type (Disciples, Mystical Creatures) • *60 point*
- **Comprehend Languages** 3 (Speak, Understand, and Understood) *1 point*
- **Magic Blast:** Perception Range Damage 16, Alternate Resistance (Fortitude) • *1 point*
- **Magical Deception:** Illusion 12 (All Senses) • *1 point*
- **Magical Spells 1:** Ranged Affliction 16 (Resisted by Will; Dazed, Stunned, Transformed) Create 16, Continuous, Innate, Precise, Subtle • *1 point*
- **Magical Spells 2:** Ranged Affliction 18 (Limited to neutralizing the spells of others; Resisted by Will; Dazed, Stunned, Transformed) • *1 point*

ADVANTAGES

Benefit 6 (Ruler of Dark Dimension), Fascinate (Deception), Improved Initiative, Ranged Attack 3, Seize Initiative, Ritualist, Skill Mastery (Deception)

SKILLS

Deception 6 (+19), Expertise: Dark Dimension 9 (+18), Expertise: Magic 6 (+17), Insight 5 (+17), Intimidation 8 (+22), Perception 6 (+18)

OFFENSE

INITIATIVE +11

Affliction	Perception, Damage 18, Varies
Magical Blast +12	Ranged, Damage 16, Resisted by Fortitude
Unarmed +8	Close, Damage +13

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	16
WILL	14		

POWER POINTS

ABILITIES	180	**SKILLS**	33
POWERS	176	**DEFENSES**	9
ADVANTAGES	15	**TOTAL**	413

COMPLICATIONS

Banishment: Dormammu can only enter the Earth's dimension under special mystical conditions, and if he is expelled, he cannot enter Earth's dimension again for an unspecified period of time.

Dark Dimension: When Dormammu is ruling the Dark Dimension, he gains +2 to all Powers and Abilities, and his Power Level is increased to 15.

Magical Contacts: Dormammu commands contacts among the most powerful mystical elite, including Hell Lords like Satannish and Mephisto, and Elder Gods like Shuma Gorath.

Nemesis: Doctor Strange

ELDER GODS

The **Elder Gods** originated on Earth, billions of years ago, as the Earth cooled and craggy rocks thrust above the rough seas, the forming atmosphere crackled with power and energy, which eventually achieved sentience as the Demiurge, the embodiment of the planets life forces. After aligning Earth with the cosmic axis, the Demiurge seeded the world with sparks of his own life force' engendering the first forms of ethereal life, which sprang fully-grown from the primeval mud. These beings included Chthon, Gaea, Hyppus, Issus, Oshtur, Set and countless others. The Elder Gods proliferated throughout the globe while the benevolent Oshtur departed to explore the universe. Eventually one of the most powerful of them, Set, consumed another god, the centaurian Hyppus, absorbing his life energy and becoming Earth's first murder as well as initiating his own descent from god to demon; other Elder gods imitated Set's tactics, leading to massive slaughter. Gaea, who cared for new life forms teeming in Earth's oceans, summoned and mated with the Demiurge, birthing the first new gods, Atum, empowered with the suns blazing power. Atum slew the demonic hordes, absorbing their own forms and energies until he was transformed into the monstrous Demogorge. Chthon and Set (and his spawn) escaped extra-dimensionally, while only Gaea was allowed to remain. Demogorge then returned to Atum form and merged with the sun. Some of the Elder Gods' offspring the, Elder Spawn, remained or returned.

CHTHON

Chthon is the archetypal Class One Demon, one of the Elder Gods created billions of years ago from the Demiurge, the sentient life force of Earth's biosphere, shaping the early development of Earth. Chthon, like his sister Gaea was born a god of the Earth, but he was not of the life-giving soul that she was, instead Chthon was a being of the dark cold soul of the grave and the underworld. Chthon was Earth's first master of black magic, occupying his existence in the pursuit of knowledge of things which should not be. As with the majority of Elder Gods, Chthon began degeneration into a demonic state, and when the benevolent Gaea mated with the Demiurge and spawned Atum, Chthon saw the threat this new "God-Killer" posed. As Atum began killing those Elder Gods who had become corrupted, Chthon inscribed all of his dark knowledge into indestructible parchments which would come to be known as the Darkhold. Chthon then weaved a spell allowing him to escape to a new dimension, leaving the Darkhold behind to serve as a touchstone to his home.

Trapped in this new realm, Chthon sired the N'Garai demons - including the masters (Kierrok, Syxa, the Triad (Y'Bsgloth, Y'Garon, Y'Griarth, etc.) and the unnamed warrior caste. Though the N'Garai have been able to return to the Earth dimension, Chthon himself was unable to. Acting through an elemental host called the Other, he granted power to the Darkhold's users, including the Atlanteans who would become the first vampires and later of the current incarnation of zombies (with the alliance of the voodoo god Sagbata (Baron Samedi)). All mortals who used the Darkhold forfeited their souls and were corrupted by Chthon, though Chthon was not a collector of souls like Mephisto, he instead used the mortals as pawns towards his own desire to return to Earth. The Darkhold was used by many, including Babylonian savants, Egyptian priests, and Hebrew scholars. Chthon has also empowered or created numerous beings over the eons, including the Darkhold Dwarf, Diabolique's mother, Dragonus, Hellhound, Midwife, Monstrosity, Troids, Whisperer, and the Wish-Demon In the 6th century, Morgan Le Fay bound the Darkhold parchments into a book and summoned Chthon to Earth, but soon realized he was too powerful to control. Even aided by Merlin, she could not drive him from Earth completely; they imprisoned a portion of.

Chthon within what would become Wundagore Mountain. Soon thereafter, Chthon's elemental host, the Other was summoned by Modred the Mystic, who resisted corruption until he had to sacrifice himself to save the

BASE: VARIABLE
KNOWN MEMBERS: CHTHON, GAEA, OSHTUR, SET, SHUMA-GORATH
HEADQUARTERS: VARIABLE
VEHICLES: NONE

CHTHON — PLX1/PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	20	10	10	14	16	20	16

POWERS

Immortality: Immunity 30 (Fortitude) • *30 points*
Grant Powers: Perception Ranged Variable 20, Free Action, Affects Others Only, Limited to granting powers to a single controlled target, Limited to Levitation (Flight 8, Levitation), Mind Blast (Mental Blast 19), Plasma Generation (Ranged Damage 19), Telekinesis (Perception Ranged Move Object 19, Damaging, Precise, Subtle), and Teleportation (Teleport 20, Accurate, Change Direction) • *140 points*
Possession: Perception Ranged Affliction 19 (Resisted by Will; Dazed, Compelled, Controlled), Progressive, Sustained Linked to Mind Reading 19, Sensory Link, Limited to Sensory Link • *171 points*
Spells: Variable 26, Free Action, Limited to use in own dimension • *182 points*

ADVANTAGES

Benefit 10 (Elder God), Ritualist, Skill Mastery (Occult Lore)

SKILLS

Deception 6 (+20), Expertise: Occult Lore 14 (+30), Expertise: Magic 14 (+30), Insight 5 (+18), Intimidation 5 (+25), Perception 14 (+30)

OFFENSE

INITIATIVE +10

Magic +10	Perception/Ranged, Damage 26, Varies
Mental Blast	Perception, Damage 19 Resisted by Fortitude
Possession	Affliction, 19, Resisted by Will
Unarmed +14	Close, Damage18

DEFENSE

DODGE	10	**FORTITUDE**	Immune
PARRY	14	**TOUGHNESS**	20
WILL	20		

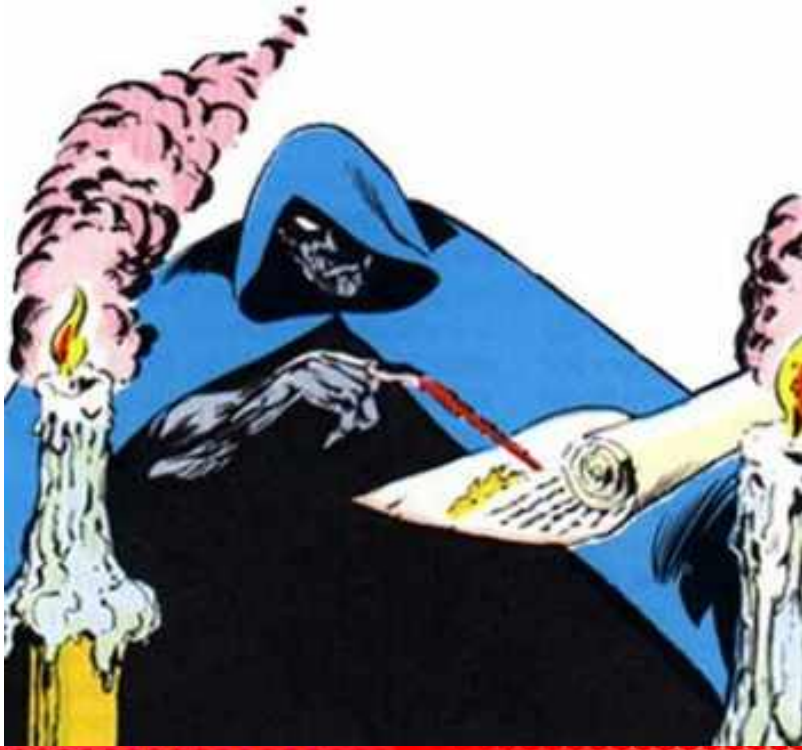
POWER POINTS

ABILITIES	248	**SKILLS**	26
POWERS	523	**DEFENSES**	0
ADVANTAGES	12	**TOTAL**	810

COMPLICATIONS

Banished: Chthon is trapped within his own dimension; so he must work through proxies and pawns. He sees his fellow Elder Gods as equals but will talk to mortals with power to resist him.
Enemy: Demogorge, Gaea.
X-Level: The stat-box is Chthon as a playable **PL18**. His X-Level is **PLX1** - all Powers and Abilities are assumed to be 20

woman he loved. Modred fell into a deep sleep and his master Gervaisse put him into an enchanted tomb knowing he would one day awake.
The Other was fought off by Merlin and St. Brendan, who scattered the Darkhold's pages across the planet. The Darkhold was re-bound by the Mad Monk Aelfric in 1149 A.D. and passed through many hands, including sorcerers Cagliostro and Taboo and vampire Lord Ruthven. Many partial or complete copies of the Darkhold exist, including the Shiatra Book of the Damned and the diary of Grigori Russoff.
The Vatican came to acquire at least one of these copies and sought to keep it away from the world, shut it away in their libraries under the protection of the Montesi family, priests of a supposedly uncorrupt able bloodline who were allowed to have children to continue watching the Darkhold.
In the 1930s, the High Evolutionary built his Citadel of Science atop Wundagore, which allowed Chthon to witness many scientific achievements of interest to him. More recently, Vittorio Montesi, a priest, found he was sterile and used the Darkhold to father a child, Victoria who was more a child of Chthon himself.
In the modern era, Modred was awakened and Chthon took control of this pawn to capture the Scarlet Witch. The demon tried to return to Earth by taking over her, but the Avengers rescued her. More recently, after a weakening of the mystical dimensional walls, Chthon sent the magical Dwarf to tempt others into using Darkhold pages, and Victoria Montesi was part of the "Darkhold Redeemers" opposing this activity. Among the many victims of temptation were Blade, Harvester, Mercy, Spider-X. Chthon eventually gestated within Victoria, but Doctor Strange prevented him from being reborn on Earth by drawing on goodness within Victoria's soul.



GAEA PLX1/PL17

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	14	7	7	0	2	12	15

POWERS

Awareness: Senses 19 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events) • *19 points*
Element Control: Element Control 22, (Variable Power, Limited to manipulation to Earth's natural forces) • *154 points*
Environment Control: Environment 20 (Variable Power, Any Powers with the Environment Descriptor) • *140 points*
Healing: Healing 19, Persistent, Restorative, Stabilize • *59 points*
Immortality: Immunity 30 (Fortitude) • *30 points*
Mental Powers: Array *(52 points)*
• **Teleport:** Teleport 20 Movement (Space Travel) • *40 points*
• **Telepathy:** Mental Communication 4 • *1 point*
• **Telekinesis:** Perception Ranged Move Object 11, Damaging • *1 point*
Shape Changing: Morph 2 (female humanoid) •*10 points*
Sorcery: Energy Control 17 (Variable, Any Powers with the Magical Descriptor). Stacks with Element and Environment Control, capped by power level, Growth 8 • *173 points*

ADVANTAGES

All-Out Attack, Benefit 8 (Elder God), Die Hard, Great Endurance, Power Attack, Ranged Attack 7, Well-Informed

SKILLS

Expertise: Archaeology 23 (+25), Expertise: Biology 23 (+25), Expertise: Geology 23 (+25), Expertise: Genetics 23 (+25), Expertise: Magic 6 (+8), Expertise: Medicine 23 (+25), Expertise: Occult 23 (+25), Intimidation 6 (+21), Perception 15 (+27), Persuasion 9 (+24), Treatment 23 (+25)

OFFENSE

INITIATIVE +7

Element Control	Area, Damage 22+, Varies
Magic Blast +14	Ranged, Damage 17+
Unarmed +0	Close Damage 12-20

DEFENSE

DODGE	3/7*	**FORTITUDE**	Immune
PARRY	3/7*	**TOUGHNESS**	22/14*
WILL	14	*without Growth	

POWER POINTS

ABILITIES	138	**SKILLS**	98
POWERS	660	**DEFENSES**	9
ADVANTAGES	21	**TOTAL**	886

COMPLICATIONS

Enemy: Set, Chthon
X-Level: The stat-box is Gaea as a playable **PL17.** Her X-Level is **PLX1** - all Powers and Abilities assumed to be 20.

GAEA

Gaea was one of the Elder Gods who materialized on Earth before any life appeared there. She and her brother Chthon inhabited Earth's landmasses, affecting geological patterns. Except for Gaea, the Elder Gods degenerated into demons, preying upon each other. Gaea called upon the Demiurge, the sentient life force of Earth's biosphere, and gave birth to Atum, who became **Demogorge** and slaughtered the other Elder Gods, though some, like Chthon and Set, escaped extra-dimensionally. Gaea infused her life essence into all living beings on Earth. She protected Earth from the influence of Set, supporting the development of humanity over dinosaurs and leading the Celestials to destroy the Serpent Men.

Gaea became the mother god to virtually all of the pantheons of later gods in humanity, receiving many different names. In her guise of Jord, she mated with the Asgardian god, Odin, to conceive Thor.

A millennium ago, she learned of humanity's future judgment by the Celestials and organized goddesses of numerous pantheons to gather the best examples of humanity, creating the Young Gods, who swayed the Celestial Judgment in humanity's favor.
Gaea continues to grant power to many who call on her, from the ancient Sisters of Danu to the modern Ardina, Brother Nature, Clea, Dark Mairi, Doctor Strange, the Neurii, the god Prometheus, and Topaz. She has even directed opposition to threats such as Dormammu, who held her prisoner until she channeled the life-force of every being on Earth to banish him. Her pain from the harm humanity had done to Earth, nearly drove the mutant Humus Sapien to take the lives of all mankind. She was captured by the extra dimensional scientist Yandroth and forced to place a curse on the Defenders, compelling them to gather to oppose threats to Earth. She continued to perpetuate this curse herself for a time, pleased to have even unwilling protectors, but she dissolved it after the Defenders became corrupt due to Yandroth's influence. She informed Nighthawk that he would have the power to summon them should the need arise

DEMOGORGE PL17/PLX2/PL20 672/725 POINTS

A: S.13/21 **S.** 14/20 **A.** 6/12 **D.** 9/12 **F.** 12/18 I. 2 **A** 12 **P.** 25

Powers: Dimensional Travel: Movement 3 (Dimension Travel), Increased Mass 5; **Immortality:** Immunity 11 (Aging, Life Support), Protection 2; **Power Absorption:** Variable Effect 28 (All Abilities, Powers, and Skills), Continuous, Limited to only those traits a target possesses, Limited to targets in near vicinity; causes transformation to Demogorge (see Complications below); **Sorcery:** Energy Control 28 (Variable Power, Limited to light, heat, plasma)

Advantages: All-Out Attack, Benefit (Elder God), Die Hard, Great Endurance, Power Attack, Well-Informed

Skills: Expertise: Magic 6 (+8), Expertise: Occult Lore 8 (+10), Intimidation 5 (+30), Insight 5 (+17), Perception 16 (+28)

Offense: Initiative +9/12, Energy Blast +11/+12 (Ranged Damage 28), Unarmed +12/+18 (Close Damage 13/21)

Defense: Dodge 9/12, Parry 12/18, Fortitude 14/20, Toughness 14/20, Will 16

Totals: Abilities 178/244 + Powers 451 + Advantages 12/9 + Skills 21 + Defenses 0 = 672/725

Complications: Enemy: Chton, Set; **Protector of Gaea:** Atum's purpose is the protection of Gaea; **Transformative:** If Atum uses Power Absorption at 20 ranks or more, he transforms into Demogorge, gaining the second, higher set of stats. When the battle is won, Demogorge I reverts back to Atum.
X-Level: The stat-box is the **Demogorge** as a playable **PL20**. His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

SET

Set is one of the Elder Gods, the first beings on Earth, spawned by the sentient Demiurge biosphere shortly after the world had cooled. Already mighty, Set spawned offspring such as Sligguth and Damballah to expand his control of Earth. Seeking further power, Set consumed the centaurian Elder God Hyppus and absorbed his life energy, becoming Earth's first murderer and initiating his descent from true god to demon; other Elder Gods imitated Sets tactics, leading to massive slaughter. Wishing to stop this, the Elder Goddess Gaea birthed Atum, who became Demogorge and banished or slaughtered most of the Elder Gods. Set joined with his brother Chthon against Demogorge but they were overpowered, and Set and his spawn were among those forced to leave Earth; Set left behind illusory forms of himself and his progeny to fake their deaths. Maintaining ties to his home from his self-created extra dimensional realm, during the Mesozoicera,Set created a mystical affinity with the dinosaurs, soaking life energy released

by their violent killings, amassing enormous power over millions of years.

During the late Cretaceous, Gaea, the sole Elder God allowed on Earth, decided dinosaurs had reached an evolutionary dead end and were preventing mammals from evolving to their full potential, so she shifted her attention to them, permitting the extinction of dinosaurs in favor of mammals. Unwilling to lose his power source, Set ordered the dinosaurs to destroy all mammals.

Gaea challenged Set to face her, and Set's spirit appeared on Earth in his first true physical form as a giant serpent created by fusing the bodies of three dinosaurs. Having underestimated Set's power, Gaea called upon her son Atum who battled Set, cutting off his head. Set regrew two heads for each one severed until he had seven, but during their lengthy battle, nearly all of Earth's dinosaurs were destroyed — by numerous causes, some of which were the direct result of the battle — except for an isolated few in areas such as the Savage Land.

With Set thus weakened, Atum (who had transformed into Demogorge during the struggle) broke Set's influence over the Earth. As a result, Set, who thereafter retained seven heads, could not return to Earth unaided. Set could, however, manifest in the forms of Tiamat and other dragons or serpents to maintain his influence on evolving religions, deriving further power.

SET — PLX1/PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	18	14	14	15	16	20	16

POWERS

Awareness: Senses 18 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events) • *18 points*

Dimensional Travel: Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5 • *11 points*

Immortality: Immunity 30 (Fortitude), Protection 2 • *31 points*

Sorcery: Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), Transform 25 • *300 points*

ADVANTAGES

All-Out Attack, Benefit 10 (Elder God), Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Expertise: Magic 4 (+25), Expertise: Occult 8 (+30), Intimidation 5 (+25), Perception 11 (+25), Ranged Combat: Energy Blast 4 (+18)

OFFENSE

INITIATIVE +14

Energy Blast +11	Ranged, Damage 25
Unarmed +18	Close, Damage +10

DEFENSE

DODGE	14	**FORTITUDE**	Immune
PARRY	14	**TOUGHNESS**	18
WILL	18		

POWER POINTS

ABILITIES	315	**SKILLS**	16
POWERS	341	**DEFENSES**	15
ADVANTAGES	15	**TOTAL**	722

COMPLICATIONS

Enemy: Gaea.

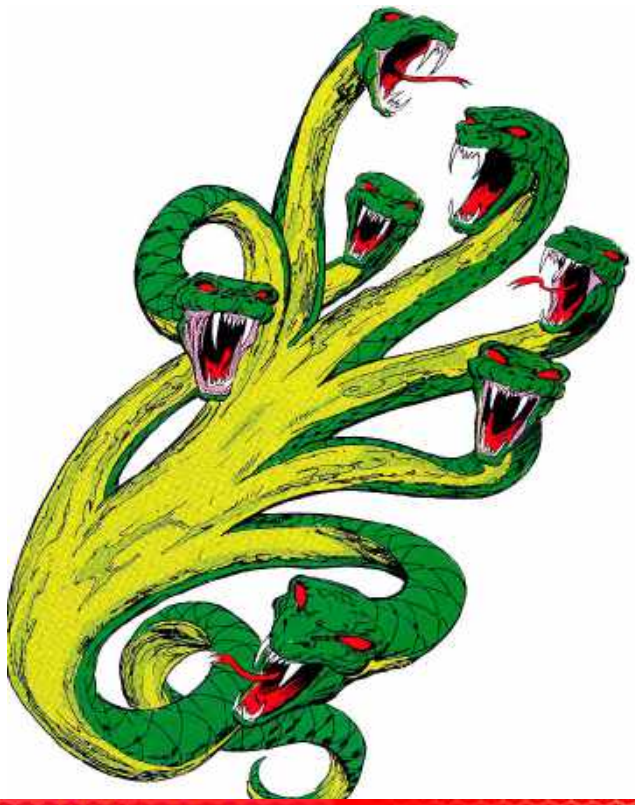
Monstrous Size: While Set is enormous in size (Growth 21), he is a magical being, and his growth does not affect his abilities.

Obsession: Set is banished from the Earth's dimension and is therefore obsessed with crossing over and conquering it.

X-Level: The stat-box is Set as a playable **PL18**. His X-level is **PLX1** - all Powers and Abilities are assumed to be 20..

THE SERPENT CROWN

Set is trapped in his own pocket dimension and cannot come to Earth without assistance. However, his power can still reach those on Earth, due to his mystical link with the Serpent Crown. To do so he must establish a link with a mortal (Set has 18 ranks of Telepathy and Mind Control with anyone in contact with the Serpent Crown), possessing them, after which he can begin acting through them, even granting them powers of up to 20 ranks, before taking them over completely.



SHUMA GORATH PLX2/PL21

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	-3	18	8	8	15	25

POWERS

Awareness: Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events) • *20 points*

Dimensional Travel: Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5 • *11 points*

Immortality: Immunity 30 (Fortitude), Intangibility: Insubstantial 4, Dynamic, Protection 2 • *77 points*

Sorcery: Energy Control 30 (Variable Power, Any Powers with the Magical Descriptor), Transform 25 • *367 points*

ADVANTAGES

All-Out Attack, Benefit 10 (Lord of Chaos), Die Hard, Great Endurance, Power Attack, Well-Informed

SKILLS

Expertise: Magic 12 (+20), Expertise: Occult 17 (+25), Intimidation 5 (+30), Perception 16 (+31), Ranged Combat: Energy Blast 4 (+12)

OFFENSE

INITIATIVE +5

Energy Beams +12	Ranged, Damage 30
Unarmed +8	Close Damage 20

DEFENSE

DODGE	10	**FORTITUDE**	Immune
PARRY	14	**TOUGHNESS**	20
WILL	20		

POWER POINTS

ABILITIES	236	**SKILLS**	19
POWERS	451	**DEFENSES**	3
ADVANTAGES	6	**TOTAL**	715

COMPLICATIONS

Enemies: Doctor Strange, the Ancient One

Obsession: Shuma Gorath is obsession is conquering Earth's dimension

Size: Shuma often appears at **Growth 25** or higher but his is a manifestation with no affect on his abilities.

X-Level: The stat-box is Shuma-Gorath as a playable **PL21**. His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls

SHUMA GORATH

Shuma-Gorath is often referred to as an 'Elder God' after Lovecraft's Cthulhu mythos, although he doesn't fit the Marvel Universe definition of the term – he is, in fact, a much older being. He is one of the "Great Old Ones" who came to Earth untold millions of years ago, ruling it and feasting on mankind's ancestors. Though banished in the distant past by the sorcerer Sise-Neg, Shuma returned to Earth and ruled for an age in what would be Cimmeria, fed by blood sacrifice. Over 21,000 years ago, the newly risen storm god, Crom led a shaman to three iron-bound books of magic with which the shaman imprisoned Shuma within Mt Crom. Around 10,000 B.C. the newly wed sorcerers Kulan Gath and Vammatar sought to release and enslave the demon, but failed after betraying each other. A century later, Shuma-Gorath was indeed unleashed by the two sorcerers and others, but the barbarian Conan used the Books to banish the demon from Earth.

In the modern era, Shuma attempted to be reborn on Earth through the mind of the Ancient One via his agents Nightmare, Sligguth, Ebora, N'Gabthoth, Dagoth, Kathulos, and Living Buddha. Unable to stop the demon, Doctor Strange instead slew the Ancient One, banishing Shuma back to his realm while allowing the Ancient One to become one with the universe. Later, Strange's near destruction of his many talismans and scrolls in battle against alien sorcerer Urthona collapsed the barriers imprisoning the Old Ones, allowing Shuma to gain a foothold on Earth. Forced to use black magic to oppose Shuma's agents, Strange ultimately merged with Shuma and then impaled himself. This temporarily destroyed Shuma, but Strange suffered the consequences of his dark actions for some time. Re-forming over time as Strange purged himself of the demon's taint, Shuma continues to seek to conquer Earth and other realms, sometimes by acquisition of objects of power like the Infinity Gems.

ELDERS OF THE UNIVERSE

The group known as the **Elders of the Universe** is a disparate collection of beings with one thing in common: Each is the sole survivor of an ancient, now-extinct, alien race. Their respective species were among the first forms of intelligent life to evolve after the Big Bang, predating the appearance of humanity – or even Earth itself – by eons. Through means still unknown, each Elder somehow managed to prolong their lifespan to the point of near-immortality.

As their own species faded into oblivion, the Elders searched for meaning in their extended lives. To escape the inevitable boredom of immortality, each became devoted to a single pursuit that would define their existence for eternity - the Gardener, for instance, spent the millennia planting and caring for every conceivable type of plant in the galaxy. The Champion devoted himself to a life of eternal combat. The Collector acquired rare items in a massive collection.

As the eons passed, these beings discovered one another. Sometimes friends and sometimes enemies, they all came to feel that the others, though different from themselves, were nonetheless kindred spirits. Each was dedicated to defying Death, and pursued a cherished activity for its own sake. Eventually, these ancient aliens dubbed themselves the 'Elders of the Universe'. Each member of the group calls the others 'brothers' even though no blood relationship exists.

The Grandmaster achieved true immortality for all the Elders after successfully defeating Mistress Death herself in a contest involving Earth's superheroes -according to the bargain, Death can never collect the lives of any of the Elders. So emboldened, the Elders attempted a universal coup in an abortive attempt to destroy Galactus (and with him the universe) with the Infinity Gems. Each Elder was subsequently stripped of their Infinity Gems by Thanos of Titan.

The Elders continue to wander the starways, pursuing their chose tasks. This occasionally brings them into contact – and sometimes conflict - with Earth and its superheroic community.

X-Level: The stat-boxes are the Elders (except Ego) at a playable **PL16-PL18**. Their X-level is **PLX1** - all Powers and Abilities are assumed to be 20

ASTRONOMER

Little is known of the **Astronomer** except that he studies the very nature of the universe. It was he that realized that the death of Galactus would destroy the universe, and was the original architect of their plan to kill the Devourer, reasoning that, since the Elders could not die, they would all be transformed into Galactus-like beings. He is a non-combatant, teleporting away at the first sign of trouble. **(Str40)**

BASE: MOBILE
BEST KNOWN MEMBERS: ASTRONOMER, CHAMPION, COLLECTOR, CONTEMPLATOR, EGO, GARDENER, GRANDMASTER, OBLITERATOR, POSSESSOR, TRADER
HEADQUARTERS: NONE
VEHICLES: VARIABLE

ASTRONOMER PLX1/PL16 406 POINTS

Abil: Str 10 **Sta** 10 **Agi** 3 **Dex** 3 **Fgt** 6 **Int** 17 **Awe** 15 **Pre** 14

Powers: Cosmic Awareness: Communication 20, Comprehend 20, Mind Reading 3, Senses 20 (Cosmic Awareness, Extended Vision)**; Immortal:** Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(35 points)*, **Cosmic Blast:** Ranged Damage 16, **Teleportation:** Teleport 30, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **Force Field:** Create 20, Impervious, Subtle 2, Close

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise 15 (+32), (Astronomy) Intimidation 2 (+16), Technology 14 (+30), Ranged Attack (Energy Blast) 7 (+10)

Offense: Initiative +0, Cosmic Energy +10 (Ranged Damage 16)

Defense Dodge 6, Parry 6, Fortitude Immune, Tough 10, Will 15

Totals: Abilities 156 + Powers 207 + Advantages 27 + Skills 16 + Defenses 0 = 406

CHAMPION OF THE UNIVERSE

Champion of the Universe: As with all Elders of the universe, the Champion's origin is lost in the earliest history of the cosmos. He is the survivor of an early intelligent race that evolved within one of the first galaxies to form after the Big Bang. Although, as the ages passed, his race perished and his native galaxy died, the Champion escaped the fate of his species and journeyed to other parts of the universe. As one of the few survivors of the earliest period of the universe, the Champion feels a close kinship with his other fellow Elders.

The Champion has devoted his life to contests of physical fighting prowess. His minions scour the universe in search of opponents. When they find an opponent worth of the Champion's attention, they summon that opponent to the Champion's spaceship for training. Often, the Champion holds the contest on the opponent's planet – promoting spectator attendance in accordance with local custom. In order to force opponents to participate, the Champion sometimes threatens destruction of the beings home planet.

The Champion held such a contest on Earth, where he fought Thor, Sasquatch, Colossus, Wonder Man, and the Thing in a boxing contest. Each hero, with the exception of the Thing, lasted less than a round. Despite suffering a severe beating, the Thing lasted three rounds, prompting the Champion to spare the Earth.

The Champion also allied with the other Elders of the Universe in their plot to destroy the World Devourer, Galactus. During this conflict, the Champion fell to the Silver Surfer's cosmic energy beams. As a victory privilege, the Champion revealed the existence of the Elder's plan, despite the fact that his original intention had been to kill the Surfer in order to prevent him from learning of the plot.

The conflict with Galactus also provided the Champion with the Power Infinity Gem, from which the Champion began to unconsciously draw strength up until the time it was stolen by Thanos of Titan. Belatedly realizing the Gem's true potential, and now having become dependent upon the Gem's power, the Champion eventually recovered the Power Gem, becoming an unstoppable juggernaut.

Unfortunately, the Champion's addiction to the Power Gem had caused his natural abilities to deteriorate and he was defeated by the She-Hulk when he agreed to fight her without the Gem. As the conditions of their contest dictated that the Champion no longer use the performance-enhancing Power Gem, the Champion has presumably resumed traditional training methods, and has most likely brought himself back up to top form. **(Str100/500)**

CHAMPION OF THE UNIVERSE PLX1/PL17 316 PTS

Abil: Str 19 **Sta** 15 **Agi** 12 **Dex** 9 **Fgt** 14 **Int** 1 **Awe** 2 **Pre** 2

Powers: Elder of the Universe: Immunity 30 (Fortitude), Immunity 20 (Aging, Life Support), Impervious Toughness 12; Telepathy: Mental Communication 3; **Transportation:** Teleport 15, Extended linked to Movement 1 (Space Travel 1); **Power Primordial:** Enhanced Strength 1, plus Enhanced Strength 3 (Lifting Str25; 800,000 tons), Limited to when angry, may only increase 1 point per round

Advantages: All Out Attack, Benefit 10 (Elder of the Universe), Chokehold, Defensive Attack, Diehard, Fast Grab, Fearless, Great Endurance, Improved Defense, Improved Grab, Improved Hold, Improved Trip, Power Attack, Takedown

Skills: Athletics 1 (+20), Expertise (Fighting Styles) 19 (+20), Insight 9 (+11), Intimidate 15 (+17)

Offense: Initiative +15, Unarmed +14 (Close 19-20)

Defense Dodge 16, Parry 16, Fort Immune, Tough 15, Will 10

Totals: Abilities 148 + Powers 109 + Advantages 23 + Skills 22 + Defenses 14 = 316

Complications: Elder of the Universe: As one of the oldest beings in the universe and the last surviving members of his race, the Champion is a member of the Elders of the Universe – a group of ancient beings who have achieved immortality by dedicating their existence to a single passion, like gambling, collecting, or in the case of the Champion, hand to hand combat; **Obsession:** The Champion's obsession is hand-to-hand combat and his immortal existence has been dedicated to pitting his skills against others. Conversely, as the Champion's particular obsession demands fair and formalized competition, with established rules, he has strong inhibitions against killing, thus, while he hadn't lost in 50,000 matches, he was defeated when he tried to kill the Silver Surfer as part of an Elders' plot.

PERFORMANCE-ENHANCING GEM

The Power Gem: At one time the Champion of the Universe possessed the Power Infinity Gem. Unaware of its power, the Champion was only able to draw upon its its unlimited power reserve subconsciously, raising his Enhanced Strength to 3, as well as giving him an unlimited reservoir of power to draw upon – he once demonstrated sufficient power to destroy a planet with one punch.

The Power Gem eventually became an addictive crutch, causing the Champion to become dependent upon it like a performance-enhancing drug, and when he eventually lost it, his physical abilities suffered, dropping him to STR 17, and losing his Enhanced Strength. Presumably the Champion's normal training regimen has returned his abilities to peak form. (See entry for **Thanos: Infinity Gauntlet**)

COLLECTOR

Collector: Like all Elder's, the Collector's origin is lost in antiquity. It is known that the Collector's wife and daughter are the only beings to have survived for an extend time along side an Elder. However, after their daughter matured, the Collector's wife lost her will to live and died.

Determined not to succumb to his wife's malady, the collector searched in meditation for something to give his life meaning. He foresaw that beings of great power would one day arise, determined to destroy the universe. To prevent this, he decided to devote himself to collecting living specimens and technological artifacts from throughout the cosmos. When the disaster he foresaw came to pass, he would repopulate the universe.

In modern times, the Collector intervened to help defeat the threat of Korvac, although his daughter Carina betrayed him to Korvac, and both the Collector and Carina were killed. The Collector was resurrected after his brother Elder, the Grandmaster, won a game of Champions with Mistress Death.

Over the eons, the Collector has become more monomaniacal and has lost sight of the original reason he started his collection, becoming lost simply in the compulsion itself. He participated in the Elders' plot to destroy Galactus. He has also worked in partnership with Thanos of Titan. **(Str40)**

COLLECTOR PLX1/PL16 220 POINTS

Abil: Str 10 **Sta** 8 **Agi** 5 **Dex** 5 **Fgt** 3 **Int** 11 **Awe** 11 **Pre** 4

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(39 points)*, **Cosmic Blast:** Ranged Damage 18, **Teleportation:** Teleport 20, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **Force Field:** Create 20, Impervious, Subtle 2, Close; **Precognition:** Senses 3 (Precognition**)**

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise (Trivia) 21 (+32), Intimidation 10 (+14), Technology 14 (+24), Ranged Attack (Energy Blast) 5 (+10)

Offense: Initiative +5, Cosmic Energy +10 (Ranged Damage 18)

Defense Dodge 5, Parry 5, Fortitude Immune, Tough 8, Will 17

Totals: Abilities 114 + Powers 69 + Advantages 29 + Skills 25 + Defenses 3 = 220

Complications: Collector: Although his original purpose in creating his collection was practical, a cosmic Noah's Arc of sorts, the Collector has become consumed with the acquisition of rare items of all kinds for its own sake. He has been known to barter items in his collection for still rarer things.

CONTEMPLATOR

Like all the Elders, the Contemplator is one of the oldest beings in existence, and has achieved virtual immortality via single-minded dedication to a particular pursuit. He has spent millions of years in meditation, developing his mind and spirit, plumbing the universe's mysteries and eventually achieving near-total harmony with the cosmos. He believes the cosmos itself dictates his every action. He occasionally guides worthy lesser beings towards enlightenment. **(Str6/95)**

CONTEMPLATOR PLX1/PL16 272 POINTS

Abil: Str 0 **Sta** 10 Agi 0 **Dex** 0 **Fgt** 0 **Int** 16 **Awe** 20 **Pre** 16

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(42 points)*, **Astral Projection:** Remote Sensing 20, Dimensional 2, Noticeable (auditory, visual), **Cosmic Blast:** Ranged Damage 18; Enhanced Trait (Str, Agi) 18, **Teleportation:** Teleport 20, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **Force Field:** Create 20, Impervious, Subtle 2, Close; **Precognition:** Senses 3 (Precognition**)**

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise (Meditation) 16 (+32), Technology 8 (+24), Ranged Attack (Energy Blast) 10 (+10)

Offense: Initiative +5, Cosmic Energy +10 (Ranged Damage 18)

Defense Dodge 5, Parry 5, Fortitude Immune, Tough 10, Will 20

Totals: Abilities 124 + Powers 74 + Advantages 29 + Skills 17 + Defenses 10 = 272

Complications: Evil Twin: The actions of the Contemplator in the Elder's move against Galactus is very out of character with his established appearances, leading to speculation there might be another being calling itself the Contemplator. Still, Elders are often very deceptive in their motives.

EGO THE LIVING PLANET PLX2/PL23 962 POINTS

A: Str 25 **Sta** 33 **Agi** -5 **Dex** -5 **Fgt** 20 **Int** 16 **Awe** 16 **Pre** 20

Powers: Cosmic Energy: Energy Absorption 25, Energy Control 25, Flight: Flight 20 (Limited to Space Travel 10), **Living Planet:** Element Control 25 (Limited to his own surface), Environment 25 (Limited to his own surface), Extra Limbs 20 (earth tentacles), Growth 60 (Limited: ranks over 25 do not boost STR or STA), Immunity 30 (Fortitude), **Psionic Powers:** Communication 25, Comprehend 25, Mental Blast 25, Mind Reading 20, Senses 25 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Contacts, Eidetic Memory Fearless, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise 16 (+32) (Astronomy, Biology, Ecology, Geography), Intimidation 20 (+40), Ranged Combat (Cosmic Energy) 20 (+15)

Offense: Initiative -5, Cosmic Energy +15 (Ranged Damage 25), Mental Blast (Perception Range, Damage 25, Resisted by Will, Unarmed +20 (Close Damage 25)

Defense Dodge -20, Parry -10, Fortitude Immune, Toughness 33, Will 19

Totals: Abilities 260 + Powers 648 + Advantages 8 + Skills 28 + Defenses 18 = 962

Complications: Enemies: Galactus, the Celestials **Relationships:** Ego has a loose association with the other Elders of the Universe.

EGO THE LIVING PLANET

When the universe first came into existence, one planet developed differently from all others, gradually evolving over millions of years to possess intelligence and consciousness. This planet became known as **Ego, the Living Planet**.

Ego has a loose association with the Elders of the Universe, based on the technicality that he, like the other Elders, is the last surviving member of his race – because he is the only member of his race.

At various times, Ego has set out on courses of individual conquest, continually wandering the universe in search of energy sources upon which to feed. He has fought the World Devourer, Galactus, and considers the planet-eater his greatest enemy – the sidereal propulsion unit is a reminder of one defeat at Galactus' hands. Ego's involvement with the other Elders was largely because of their unsuccessful bid to destroy Galactus.

Unlike the other Elders, Ego has no all-encompassing passion to give his life meaning, other than the relentless dedication to self-preservation. Ego will commit any treachery to protect himself from dangers, real or imagined. Because Galactus is the most tangible threat to his existence, Ego is determined to kill him. **(Str500)**

GARDENER

The Gardener has devoted his long life to the creation of natural beauty by sowing the seeds of flowers, trees, and other types of plants upon barren or devastated worlds. Over the eons, he has turned billions of worlds into planetary gardens. He certainly knows more about botany than any living being, and has amassed a collection of different seed types that rivals the universe itself in scope.

In recent millennia, the Gardener acquired his first Soul-Gem and used it to battle another powerful entity, the Stranger, who also possessed a Soul-Gem. After the battle, the Gardener discarded his own gem, believing he had corrupted it by using it as a weapon.

For a time, he replaced his gem with Adam Warlock's Soul-Gem. Apparently, the fact that Warlock frequently employed it as a weapon didn't bother the Gardner, believing the Soul-Gem was not corrupted unless he used it that way himself. And when the Gardener allied with the other Elders of the Universe to attack Galactus, he later stated his alliance was simply to regain another Soul-Gem – in this case, the Time Gem – although this gem was also eventually stolen by Thanos of Titan. **(Str40)**

GARDENER PLX1/PL16 218 POINTS

Abil: Str 10 **Sta** 10 Agi 2 **Dex** 3 **Fgt** 0 **Int** 11 **Awe** 10 **Pre** 8

Powers: Immortal: Immunity 30 (Fortitude), **Gardener:** Array *(28 points)*, **Environmental Creation:** Area Effect 25 (limited to growing plants and turning hostile environments into gardens), **Plant Control:** Move Object 20 (Sustained, Limited to plants); Ranged Burst Area Affliction 20 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree, Limited - Requires ambient plant life

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise (Botany) 20 (+31), Intimidation 6 (+14), Technology 10 (+20)

Offense: Initiative +2, Entanglement (Close, Burst Area Affliction 20, Resisted by Dodge

Defense Dodge 4, Parry 4, Fortitude Immune, Tough 10, Will 13

Totals: Abilities 108 + Powers 54 + Advantages 29 + Skills 18 + Defenses 9 = 218

Complications: Soul Gems: At various times, the Gardener has amplified his abilities with the Soul Gem and the Time Gem.

GRANDMASTER

Grandmaster: Mortals know no more of the Grandmaster's origin than any other Elder. It is known that he has spent his long life pursuing amusement through gambling. He has mastered all known games in the universe, and now spends much of his time devising his own tournaments and contests. The stakes for such games usually involve life or death.

The Grandmaster has visited Earth and alternate Earths many times to utilize its heroes in his contests. The Squadron Supreme, the Avengers, and the Defenders have all participated in such contests.

Perhaps the Grandmaster's most significant game occurred when he challenged Death herself to a contest. The Grandmaster was deeply disturbed over the death of his fellow Elder, the Collector. Unable to use his own powers to resurrect immortals, the Grandmaster proposed a game in which the prize for his victory would be the Collector's resurrection, and the penalty for loss would be his own life. The Grandmaster won, but Death revealed that the Collector could only be resurrected at the cost of the Grandmaster's life. Compelled by his own sense of gamesmanship to see the contest to the end, the Grandmaster agreed and entered Death's realm,

The Grandmaster then challenged Death to another game – somehow convincing Death that the penalty for losing should be that he and all the other Elders of the Universe would be barred from Death's realm forever. Death agreed and the Grandmaster 'lost' his first game in many years. And as a result, he and the other Elders cannot die – even if they wish to. **(Str6)**

GRANDMASTER PLX1/PL16 300 POINTS

Abil: Str -1 **Sta** 3 **Agi** 0 **Dex** 2 Fgt 0 **Int** 11 **Awe** 11 **Pre** 4

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(147 points)*, **AE: Bestow:** Ranged Variable 20 for bestowing powers, Affects Others Only, Continuous, **AE: Death-Power**: Ranged Weaken Stamina 20 (Resisted by Fortitude), Progressive, **AE: Resurrection:** Ranged Healing 20, Resurrection (Limited to others), **Teleportation:** Teleport 20, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **AE: Energy/Force Blast:** Ranged Damage 20, Variable Descriptor 2 (Energy, Force), **Force Field:** Create 21, Impervious, Subtle 2, Close

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise 20 (+31), (Gambling and Games) Intimidation 12 (+16), Technology 14 (+25)

Offense: Initiative +3, Cosmic Energy +10 (Ranged Damage 20)

Defense Dodge 4, Parry 4, Fortitude Immune, Tough 3, Will 19

Totals: Abilities 60 + Powers 181 + Advantages 20 + Skills 23 + Defenses 16 = 300

Complications: Elder of the Universe: The Grandmaster is one of the 'Elders of the Universe' – a group of ancient beings who are each the last living survivor of their race. Because of wager he won with Mistress Death, neither the Grandmaster or and of the other Elders can die. **Enemies:** The Avengers, Thanos, Mistress Death, Galactus; **Obsession:** Like all the Elders, the Grandmaster's immorality is linked to a single pursuit, in the Grandmaster's case he lives for the wager, devoting his existence to games of chance.

OBLITERATOR

Five billion years ago, the **Obliterator** decided his purpose in life was to track down and kill every other member of his race. That kept him busy for a while as he developed new mans of murder and destruction. He became quite proud of his accomplishments and bragged about them to anyone who survived his presence long enough to listen.

Eventually, of course, the Obliterator reached his goal with the death of his last distant relative. With that, he set about exploring the universe in search of other things to kill. He eventually met up with the Grandmaster, who introduced him to others like himself, the monomaniacal immortals who called themselves the Elders of the Universe. They came up with a plan to ensure their complete immortality by first wagering against Death, and then setting about destroying Galactus, in order to create

a new Big Bang and create a new universe – one in which the Elders would have Galactus-like powers.

When their plot was discovered by the Silver Surfer and Mantis, the Obliterator tried to kill them. The Surfer remolded the Obliterator's equipment into harmless devices and left him stranded, weaponless, on a world that possessed no animal life he could kill. Bereft of his purpose in life, the Obliterator was shattered. He now sits in unimaginable despair on that forgotten world, desperately waiting for something to evolve so he can kill it. **(Str40)**

OBLITERATOR PLX1/PL16 243 POINTS

Abil: Str 10 **Sta** 10 **Agi** 5 **Dex** 5 **Fgt** 10 **Int** 4 **Awe** 2 **Pre** 1

Powers: Immortal: Immunity 30 (Fortitude), **Battle Suit:** Array *(46 points)*, **Energy Blast:** Ranged Damage 21, Flight 14 (32,000) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4) **Gas Pellets:** Ranged Cloud Area Affliction 20 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) **Immunity** 20 (Aging, Life Support), **Missiles:** Ranged Damage 20, Burst Area 10

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Equipment X*, Fearless, Inventor, Power Attack, Well-Informed; *Any Equipment rank needed

Skills: Expertise (Demolitions) 16 (+20), Intimidation 16 (+17), Technology 12 (+16), Ranged Attack (Energy Blast) 7 (+12)

Offense: Initiative +5, Missiles +12 (Ranged Damage 20)

Defense Dodge 10, Parry 10, Immune, Tough 10, Will 16

Totals: Abilities 94 + Powers 75 + Advantages 29 + Skills 25 + Defenses 19 = 243

Complications: Psychopath: The Obliterator lives for nothing but death, mayhem and destruction. He cannot seem to understand that other people might resent his attempts to kill them.

POSSESSOR

Possessor: Kamo Tharnn has dedicated his immortal life to the pursuit of all knowledge in the universe. He eventually established a huge university of the planet Rus. He installed a master computer and loaded his accumulation of data into it.

Within a century, scholars from over a thousand star-faring races attended his institution. For untold millennia, Kamo Tharnn remained content as master librarian and chief Administrator of this enormous university

Then a research assistant came to him with an alien artifact called the Runestaff. The find so excited the Kamo Tharnn that he asked to record its properties personally. The research assistant, jealous of the fame sure to accompany the find, refused. Kamo Tharnn slew the assistant after a violent argument

Shortly afterword, Kamo Tharnn's sanity slipped and he began experimenting recklessly with the powerful artifact. He accidentally dispatched the entire population of Rus into he staff's pocket dimension. A long period of paranoia followed and the Possessor of the Runestaff, as Kamo now called himself, let his university slip into disrepair.

The Possessor's sanity did not return until many years later, when Thor and his allies helped him free the spirits of his fellow knowledge seekers from the Runestaff. He also joined the rest of the Elders in their bid to destroy Galactus. **(Str92)**

POSSESSOR PLX1/PL16 423 POINTS

A: Str 18 **Sta** 18 **Agi** 3 **Dex** 3 **Fgt** 10 **Int** 17 **Awe** 12 **Pre** 13

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(103 points)*: Cosmic Awareness: Remote Sensing 23 (mental, visual, hearing), Subtle 2, Linked to Movement 3 (Space Travel 3); Spirit Storage: Teleportation: Teleport 23, Accurate, Change Direction, Movement 3 (Space Travel 3); Total Memory: Enhanced Perception 5 Linked to Senses 4 (Postcognition), Limited to own memory; Communicate with Cybernetics: Comprehend Machines 2; Runestaff: Array (75 points), Easily Removable (-22 points), Indestructible - 53 points: Internal Limbo: Perception Ranged Movement Attack 13 (dimension travel 1); Dimension Travel: Movement 3 (dimension travel 3); Emotion Control: Perception Ranged Affliction 11 (Resisted by Will; Dazed, Compelled, Controlled), Limited to emotions; Healing: Healing 13, Persistent, Restorative, Stabilize, Limited to others; Regeneration: Regeneration 10

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory, Equipment X*, Jack of All Trades, Power Attack, Well-Informed; *Any rank needed

Skills: Expertise (Information) 14 (+31), Intimidation 2 (+15), Technology 4 (+24)

Offense: Initiative +3, Unarmed +10 (Close 18)

Defense Dodge 10, Parry 11, Fort Immune, Toughness 18, Will 15

Totals: Abilities 188 + Powers 186 + Advantages 27 + Skills 9 + Defenses 9 = 423

RUNNER

Runner: Like all Elder's, the Runner's true origin is lost in antiquity – he once told the Silver Surfer that he is five billion year old. Although both his galaxy and his race died long ago, the Runner found some key to immortality, the exact nature of which remains unclear, but it seems to be related to complete and total freedom. On one occasion, he told the Silver Surfer that had he himself been forced to endure captivity on a single planet he would have died.

At the same time, the Runner's freedom seems to prohibit the assumption of any responsibility. He once told Moondragon that a star would go nova in a decade or so. When Moondragon asked him to warn the inhabitants of the planets orbiting the star, the Runner said. "Alas, I don't think I have the power to do that. I gave up much when I chose the path of freedom." Apparently, the responsibility for warning the occupants of the star system would interfere with the freedom that is the key to his immortality.

The Runner lives to see all there is in the universe, deriving his greatest joy in simply running through the universe. He does not wish to die until he has seen the entire universe – close enough to impossible that his will to live could last billions of years. **(Str95/125)**

RUNNER PLX1/PL16 - 327 POINTS

A: Str 18 **Sta** 14 **Agi** 18 **Dex** 18 **Fgt** 10 **Int** 2 **Awe** 12 **Pre** 1.

Powers: Immortal: Immunity 30 (Fortitude), Cosmic Energy Control: Array (48 points): Run: Flight 20 (2,000,000) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4; Improved Initiative 10; Beams: Ranged Damage 20, Variable Descriptor 2 (energy, force); Raise Ability: Enhanced Ability 2 (Str); Unusual Disturbance: Senses 20 (Acute, Ranged, and Tracking Detect Energy Disruption 28)

Advantages: Agile Feint, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory, Fearless, Improved Initiative 10, Move-by Action, Seize Initiative, Power Attack, Well-Informed

Skills: Acrobatics 7 (+25), Expertise: Astronomy 20 (+22), Perception 5 (+17), Persuasion 4 (+14)

Offense: Initiative +45, Cosmic Energy +12 (Ranged Damage 20), Unarmed +10 (Close 18

Defense Dodge 18, Parry 18, Fort Immune, Tough 14, Will 15

Totals: Abilities 202 + Powers 68 + Advantages 29 + Skills 18 + Defenses 10 = 327

Complications: Carefree: The Runner cannot accept any personal responsibility, or he will forfeit the freedom that is the key to his longevity

TRADER

Little is known of the **Trader** except that he has dedicated his eons-long life to trading. Presumably, he trades for profit. No one knows whether he simply enjoys striking deals, or is working toward some master plan. He participated in the Elder's attempt to destroy Galactus by trading for two of the six Soul Gems.

Presumably, the Trader trades for profit, though what constitutes profit in his mind is unclear. He usually uses his powers to persuade his opponents to give up fighting, always presenting his argument as a trade and backing it up with his emotion-control powers. **(Str20)**

TRADER PLX1/PL16 219 POINTS

Abil: Str 6 **Sta** 10 **Agi** 5 **Dex** 5 **Fgt** 0 **Int** 12 **Awe** 13 **Pre** 12

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(22 points)*, Imitation: Morph 4; Empathy: Emotion Control 14; Mind Reading 18, Effortless, Subtle 2, Limited to Emotions, Limited to Surface Thoughts; **Teleportation:** Teleport 20, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **Force Field:** Create 20, Impervious, Subtle 2, Close; **Precognition:** Senses 3 (Precognition)

Advantages: Assessment, Benefit 10 (Cosmic Entity, Elder), Connected, Contacts, Eidetic Memory, Inventor, Jack of All Trades, Well-Informed

Skills: Expertise (Barter) 20 (+32), Intimidation 2 (+14), Technology 12 (+24)

Offense: Initiative +5, Emotion Control (Affliction 18)

Defense Dodge 5, Parry 5, Fortitude Immune, Tough 10, Will 13

Totals: Abilities 126 + Powers 52 + Advantages 17 + Skills 17 + Defenses 5 = 219

OTHER KNOWN ELDERS

Caregiver: Over her expanded lifespan, Caregiver has honed her nurturing skills to immeasurable levels. Caregiver was once summoned by fellow Elder, Contemplator, to assist the embryonic cosmic being Origin from eminent death after the Soul-Eater damaged the embryo sac of the young fetus. The elders sealed the ruptured embryonic sac and soothed Origin as it healed. Sometime later, the cosmic Avenger, Quasar who was seemingly destroyed by the Ultimate Nullifier, was miraculously transported to the newborn Origin by his Quantum Bands. This led the other Elders, to try to claim the cosmic infant or the Quantum Bands. Caregiver bypassed her brethren including the Judicator, and pushed Quasar into Origin's embryonic sac, saving him from dying in outer space and granting him access to the bands. The Judicator remanded Origin to Caregiver. Shortly thereafter, Quasar petitioned Caregiver to save his mother from breast cancer, but Caregiver refused, stating Lisa had no cosmological significance and was therefore outside her sphere of influence

Explorer: A recently-revealed Elder about which little is known, other than it is his pursuit to explore previously uncharted territories.

Judicator: The Judicator has supreme authority over her fellow Elders and all those who enter into a dispute with them. She can strip away illusions (or return others to their true form) with a blast from her eyes.

Based on Caretaker's request for aid, it would appear that the Judicator had some degree of energy manipulation power. As an Elder of the Universe, the Judicator is immune to aging and conventional disease. She is apparently able to survive and navigate in the vacuum of space without assistance. She also possesses the ability to teleport. As she has dedicated her entire existence to the arbitration of rights to possession, etc., she may possess abilities to examine matter and energy that are as yet unrevealed. She likely possesses vast knowledge from her millennia of exploration. Her physical abilities are undefined.

Father Time: Father Time appeared as a time-manipulating Elder of the Universe who unsuccessfully attempted to place Captain America in stasis alongside other iconic figures of American legend and folklore, including Uncle Sam, Johnny Appleseed, John Henry, and Pecos Bill and Paul Bunyan.

ELEKTRA

Elektra Natchios was the daughter of a Greek ambassador, and at college age, took up studying political science at Columbia University in New York, where she met the young Matt Murdock (later, Daredevil.) Murdock and Elektra fell in love, and Murdock revealed to her his superhuman sensory abilities.

Later, Elektra and her father were held hostage by terrorists, and Elektra (who studied martial arts since childhood) helped a masked Murdock defeat their opponents. Unfortunately, a policeman shot Elektra's father, thinking him one of the terrorists. Distraught, and with her faith in law and order shattered, Elektra left her school, Murdock, and the United States.

She soon found herself studying martial arts in Japan, but left to join an even more exclusive, worldwide secret organization of martial artists, which was led by Stick, (who would also train Daredevil). Eventually, Stick would force her to leave the group, claiming that her grief over her father's death would always hold her back from her full potential.

Elektra later infiltrated the Japanese assassin guild known as the Hand (hoping to gain favor from Stick by eventually subverting the Hand) However, while serving the Hand, they bade her to kill one of her former senseis (not Stick) and soon corrupted her, although Elektra finally rebelled and fled the Hand.

While spending her time as a bounty hunter and assassin, Elektra eventually crossed paths with Daredevil, learning his true identity. Although neither could accept the other's choice of occupation, they still loved each other. Elektra was hired to kill Daredevil's friend, Foggy Nelson, but could not bring herself to when Foggy recognized her as "Matt's girl." Soon afterward, Bullseye, trying to prove himself as the Kingpin's chief assassin, killed Elektra.

The Hand later attempted to resurrect Elektra, with Stone, a member of Stick's organization, completing the process. Daredevil's love apparently "purified her spirit." Elektra continued to wander the globe, but did not pursue her attraction to Daredevil. Apparently reconciling with Stick, Elektra joined his organization for an indeterminate time,

Presumably, Elektra continues to live in New York City, attempting to make a new life for herself. **(Str8)**

PERSONALITY

Elektra is serious-minded, not inclined to banter. She is determined and proud, besides being very, very deadly. She is prideful of her Greek heritage, and is currently focused on atoning for her past crimes.

Elektra has a soft spot for Matt Murdock, and an extreme hatred for the Hand, the Kingpin, and particularly the assassin, Bullseye, who once murdered her.

POWERS AND ABILITIES

Elektra is a highly skilled Martial Artist and assassin. She is skilled with all forms of hand-weaponry, particularly the three-pronged sai daggers. She is also a skilled dancer and musician.

REAL NAME: ELEKTRA NATCHIOS
OCCUPATION: ASSASSIN
BASE: MOBILE
AFFILIATION: THE HAND
HEIGHT: 5' 9"
WEIGHT: 130 LBS
EYES: DARK BLUE
HAIR: BLACK

ELEKTRA PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	5	5	12	2	4	3

EQUIPMENT

Sai (Knife): Close or Ranged Strength-based Damage 2, Improved Critical 3 • *5 points*

ADVANTAGES

Agile Feint, Assessment, Attractive, Defensive Attack, Defensive Roll 2, Equipment 1, Evasion, Hide In Plain Sight, Improved Critical (Close Attack), Improved Disarm, Improved Initiative, Instant Up, Languages 3 (Greek, Japanese, pick 2 others; base English), Move-by Action, Power Attack, Precise Attack (Close; Concealment), Quick Draw, Ranged Attack 6, Ritualist, Seize Initiative, Skill Mastery 2 (Expertise/Ninja Assassin, Stealth), Takedown, Uncanny Dodge

SKILLS

Acrobatics 8 (+17), Athletics 8 (+10), Close Combat (Sai) 2 (+14), Deception 9 (+11), Expertise (Ninja Assassin) 12 (+14), Expertise (Streetwise) 6 (+8), Insight 8 (+12), Intimidation 7 (+10), Investigation 4 (+6), Perception 8 (+12), Sleight of Hand 5 (+10), Stealth 8 (+13)

OFFENSE

INITIATIVE +9

Sai (Knife) +14	Close, Damage 4, Crit 19-20
Sai (Knife) +12	Ranged, Damage 4, Crit 19-20
Unarmed +12	Close, Damage 2, Crit 19-20

DEFENSE

DODGE	14	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	6/3*
WILL	8	*Without Defensive Roll Bonus	

POWER POINTS

ABILITIES	72	**SKILLS**	43
POWERS	0	**DEFENSES**	21
ADVANTAGES	37	**TOTAL**	173

COMPLICATIONS

Enemy: Bullseye, The Hand
Relationship: Elektra is the former lover of Daredevil. Her career as an assassin has put on a strain on this relationship.
Reincarnated: Elektra has been brought back from the dead, so some of her sub-plots can involve a degree of the occult

FEMME FATALE

Elektra is cut in the mold of the dangerous love-interest, and being an 'assassin' as opposed to a 'cat-burglar' already sets her at a more hardcore level than other good-girl/bad-girl sexy villainesses.

On the other hand, being motivated more by honor than by greed allows for a certain nobility to be respected (and perhaps used) by a love-interest hero – particularly one with a clever lawyer's mind like Daredevil.

Still, the nature of her character disallows the possibility of Elektra morphing into a true hero like Black Cat, or even mischievous tolerance of Catwoman – let's face it – Elektra's not just a thief – she kills people – and so it becomes a moral quandary for the hero to be involved with her at all – and particularly painful for a former paramour like Daredevil who knew her before she became corrupted, and still tries to see the woman she once was.

ENDLESS

BASE: ENDLESS
KNOWN MEMBERS: DEATH, DELIRIUM, DESIRE, DESPAIR, DESTINY, DESTRUCTION, DREAM
HEADQUARTERS: MATERIAL PLAINS
VEHICLES: NONE

The Endless came into being billions of years ago at various times. Destiny was supposedly "born" shortly before the universe was created, Death came along as soon as the first life-forms came into being, Dream existed when the first living thing began to become self-aware, and the other Endless quickly followed in order of Destruction, Desire and Despair, and Delight (Delirium). Even though they were not born in our sense of the word and they didn't have parents (except for the universe itself), they call themselves siblings.

In the beginning during the "Dawn Days" when the universe was still very young, the Endless were only six in number. Desire and Despair were a single entity whose name is unknown. But, for an unknown, reason they split into two separate beings and became twins.

Soon after Despair was murdered by a mortal. When this occurred, a new entity that formerly represented another aspect of Despair arose to take the place of the old Despair and the murderer was condemned to an eternity of torment. When the Endless came to the Old Necropolis for the funeral of the original Despair, the citizens refused to bury her. As a result, the Old Necropolis was completely destroyed by decree of Destiny, and it was centuries before the new Necropolis Litharge arose to take its place.

During this same period, another significant change happened to the Endless. Delight started to slowly lose her sanity and ability to "hold herself together." Eventually this deterioration became complete and Delight's name was changed to Delirium. Again, the cause of this is unknown, but it has been theorized that this change was the result of something fundamental that changed in the minds of sentient beings everywhere. Delirium's brother Destruction has said that Delirium will someday change again.

At some point, Desire formed a vendetta against Dream, evidently because it simply didn't like Dream. Desire secretly caused Dream to fall in love with Nada, a princess of an ancient and forgotten African civilization. Nada slept with Dream, but then rejected him when she realized a union between a mortal and one of the Endless would result in disaster - disaster which quickly claimed her people and society. When Dream continued to threaten and plead with her, she finally killed herself. Hurt and enraged, Dream condemned her soul to Hell, where it remained in pain and torment for thousands of years. Much later, this action would cause serious consequences for Dream.

When Dream's mortal son, Orpheus bride Eurydice died, Destruction suggested that Orpheus to go to the realm of the dead to reclaim her soul. Unfortunately, this resulted in Orpheus forever losing Eurydice and in his body's destruction. Since he had already bargained with Death, his head would not die and Dream refused to help him, but established a priesthood to watch over what was left of his son.

In Victorian times, Destruction, fell in love with Earth and humanity, and became reluctant about his role and his involvement with the upcoming Atomic Age with its world wars and nuclear bombs. He decided to forsake his duties and roam the planet in human form. He called a family meeting in which he announced his intentions and asked to no longer be considered one of the Endless. In modern times, Delirium, who began to miss Destruction, decided to go on a quest to find him. She convinced Dream, who wanted relief from a recent romance gone bad, to help her.

After a long difficult journey around theworld, Dream learned the only one who could tell him Destruction's whereabouts was his lost son Orpheus.. In exchange for giving Orpheus the death he wanted, Dream could learn where Destruction was. After they finally found and spoke with him, Destruction left to explore new parts of the universe while Dream had to fulfill his bargain and kill his own son. This would trigger a chain of events that would cause Dream to engineer his own suicide.

Soon after, the Furies came after Dream for spilling the blood of Orpheus. Dream realized what he had (or wanted) to do - he took Death's hand and became the second of the Endless to die. In his place came Daniel Hall, who was born in dreams and engineered to take Dream's place by Morpheus himself before his death.

The new Dream was more compassionate and human than his former self, which was perhaps what the original Dream had wanted. The Endless mourned the death of Morpheus and came to accept Daniel as the new Dream

It is believed that the Endless, who have existed as long as the universe, will themselves die when life itself ceases to exist. Only Death will eventually outlast both her siblings and the universe itself.

X-Level: The stat-boxes are the Endless at a playable **PL24- PL38**. Their X-level ranges from **PLX3- PLX4** - all Powers and Abilities are assumed to be 20 with a 20-point bonus for each additional X-rank (**20x3=60 - 20x4=80**) on all rolls.

DEATH

DEATH PLX4/PL38 1216 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 16 **Awe** 22 **Pre** 25

Powers: Death's Touch: Magic 50 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to bringing about a fated death), **Endless Existence:** Immortality 20, Immunity 30 (Fortitude effect), Teleport 30, **Magic:** Magic 35 (Variable Power, Any Powers with the Cosmic Descriptor), **Omniscience:** Communication 16, Comprehend 16, Mind Reading 16, Senses 16 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 25 [Status (Embodiment of Death), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 18 (+34), Insight 17 (+40), Intimidation 25 (+50), Perception 18 (+40)

Offense: Initiative +3, Magic +25 (Ranged Damage 35), Power of Death 25 (Ranged Affliction 50), Unarmed +5 (Close Damage 4)

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 22

Totals: Abilities 174 + Powers 934 + Advantages 57 + Skills 39 + Defenses 12 = 1216

Death is one of the eldest of The Endless, a family of seven conceptual entities. In the beginning, when the first living being came to existence, she was there. And since then it has been her job to separate the living from all that has gone before, and all that must come after.

Back when the universe was new, people didn't mind dying. Back then, living and dying were new things, and people did them with enthusiasm. They were pleased to see Death, and tell her all about it. And then, after a bit, it got harder. People just wished Death would just go away, and that made her very sad, so one day she just gave up, she stopped taking lives. Nothing died, not people, not animals, not bacteria, not ideas. The chaos and the pain got bad, so the people send a man to talk and plead to her. Death looked at what she had done and decided to start doing her job again. She hated it, but it was better than the alternative. Death became cold, hard, and brittle inside, she didn't like how people were always upset when they saw her.

One day she took the life of a little girl, she did it all icy, distant and vain. The girl looked at Death and said "How would you like it?" Death didn't know, so from then on she decided to take a day to live every hundred years, to see how she would like it. She lived her first day and died, and then she met herself, and she realized she was coldhearted, and she understood that was the last thing people wanted to see after they died. People needed a friendly face and kind words, so she decided to give them

just that. From that day on, Death became a much friendlier and happier person. She even started to like her job, she liked to meet new people, talk to them and help them on their way to the Sunless Lands, and she is happy because she gets to meet everybody.
Death sums up her existence with the following words: "When the first living thing existed, I was there, waiting. When the last living thing dies, my job will be finished. I'll put the chairs on the tables, turn out the lights and lock the universe behind me when I leave." **(Str14)**

DELIRIUM

DELIRIUM	PLX3/PL28 831 POINTS
Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 16 **Awe** 22 **Pre** 25	
Powers: Embodiment of Delirium: Magic 30 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to when creating or responding to delirium); **Endless Existence:** Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor); **Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)	
Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Delirium), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 18 (+34), Insight 17 (+40), Intimidation 15 (+40), Perception 18 (+40)	
Offense: Initiative +3, Affliction; Magic +25 (Ranged 19), Affliction: Affliction: Power of Delirium +25 (Ranged Affliction 30), Unarmed +5 (Close Damage 4)	
Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 25	
Totals: Abilities 174 + Powers 664 + Advantages 52 + Skills 19 + Defenses 22 = 831	

Delirium is the youngest member of The Endless. Once known as Delight, her transformation into Delirium was instigated by a fundamental shift in the nature of humanity occurring millennia ago.
Perpetually confused, her mind jumps randomly from one thought to another and maintaining coherent speech proves to be not only a difficult task for her, but a literally painful one. She was the favorite sibling of Destruction, another of The Endless, before he resigned his "position," vowing never to return. He did, however, bestow Barnabas, a talking dog of incisive wit, upon her before he left in order that she may be well looked after.
The relationship she maintains with the other members of The Endless is essentially that of a happy-go-lucky child to a preoccupied adult. Her association with Desire represents an exception to this rule, however, because the elder sibling is not above manipulating Delirium for use in his/her machinations against their brother, Dream
One of Delirium's eyes is green while the other is blue, and her wild, punk appearance fluctuates from moment to moment depending upon her mood and current object of attention. As Destruction has pointed out, her state of mind defines reality itself. Her realm is a mad, ever-changing tangle of colors and shapes.
Delirium's psyche is so "closed" that the only force in the universe capable of swaying her will, with the exception of the will of the Presence, is the tide of her own delirium. She typically only responds to childlike logic. Delirium is a character in constant flux, demonstrating that even Endless are subject to change. In fact, Delirium is very much the anthropomorphic embodiment of change. Delight may have made the metamorphosis into Delirium because of a realization that complete delight is fleeting within the realms subject to material energy; the only constant is change. Rather than grow from this discovery, she chooses to embody a delirious state. "Ignorance [Delirium] is Bliss [Delight]," after all. Delirium implicitly recognizes Destruction as the only one of her siblings, with the possible exception of Death, who is able to weather the turbulence of change. Perhaps, with Destruction's help, Delight may resurface from within Delirium's psyche. **(Str14)**

DESIRE

DESIRE PLX3/PL24 784 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 15 **Awe** 16 **Pre** 22

Powers: Embodiment of Desire: Magic 26 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to when creating or responding to Desire); **Endless Existence:** Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor); **Omniscience:** Communication 16, Comprehend 16, Mind Reading 16, Senses 16 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Desire), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 19, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 18 (+33), Insight 18 (+40), Intimidation 12(+40), Perception 18 (+40)

Offense: Initiative +3, Affliction; Magic +22 (Ranged 19), Affliction: Affliction: Power of Delirium +22 (Ranged Affliction 26), Unarmed +5 (Close Damage 4)

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 22

Totals: Abilities 156 + Powers 538 + Advantages 40 + Skills 33 + Defenses 17 = 784

Desire, the twin of Despair, embodies what anyone could possibly want. Representing the longings of both sexes, Desire is either man or woman, as the situation demands. It is said that no one can resist his/her charms. Desire and Despair are Endless fraternal twins, one alluringly androgynous, the other hauntingly grotesque, as these anthropomorphisms are identical beyond the ephemeral. To desire is to despair.

Desire loves playing with the lives and emotions of humans, following the tendency of her younger siblings, but s/he has proven more ambitious than her fellows by plotting against his/her elder brother, Dream. His/her boredom drove him/her to attempt to trick Dream into spilling the blood of another of the family, because the results of such a forbidden act are very explicit and dire. In order to accomplish this,

Desire (in his/her male form) impregnated the comatose Unity Kinkaid, a mortal who was destined to become a "dream vortex" (a living oneiric whirlpool who would break down the walls separating the dreams of humanity, thereby creating mass confusion and madness), and so was condemned to die so that humanity may avoid destruction.

The involvement of Desire, however, somehow transferred this "honor" to Rose Walker, the young granddaughter of Unity and Desire. When Dream sought out the vortex, he would kill her to save humanity, oblivious to the fact that Rose was of his own blood. Fortunately, the elderly Unity explained the situation before Dream slew his grandniece, and, by accepting the role of vortex back from Rose, died in her place.

Although Desire's plot failed, Morpheus later killed his own son, Orpheus, under circumstances not of Desire's creation. Desire lives in an enormous replica of his/her own body called the Threshold, and passes his/her time lounging in the heart, walking through empty veins, and lying about in giant eyes, as well as toying with the emotions of not only humanity, but also those of his/her family. **(Str15)**

DESPAIR

DESPAIR PLX3/PL24 795 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 15 **Awe** 20 **Pre** 22

Powers: Embodiment of Despair: Magic 26 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to when creating or responding to Despair); **Endless Existence:** Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor); **Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Despair), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 19, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 18 (+34), Insight 15 (+35), Intimidation 14 (+36), Perception 15 (+35)

Offense: Initiative +3, Ranged 22; Magic +19, Power of Despair +22 (Ranged Affliction 26), Unarmed +5 (Close Damage 4)

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 20

Totals: Abilities 162 + Powers 536 + Advantages 49 + Skills 31 + Defenses 17 = 795.

The twin of Desire and easy prey to his/her endless manipulations, **Despair** is among the youngest of The Endless. Her body is fat, small, and pale, and she likes to cut her flesh with the small, hooked ring that is her symbol. She lives in a gray, misty realm crowded with windows, each opening onto the life of a despairing person in the waking world.

It was revealed during Brief Lives that she had undergone a radical change in the past, which caused irreparable repercussions within her. She loved her brother Destruction, just as her sister, Delirium did, yet refused to risk the displeasure her twin in order to search for him after he deserted the family.

Despair is truly pathetic, and her enjoyment of human suffering makes her anything but a sympathetic character. Still, she sincerely cherishes the memory of Destruction's affection towards her, suffering great anguish in his absence. Despair is the least-developed member of The Endless, although there have been hints of her rich, undiscovered history. **(Str15)**

DESTINY

DESTINY — PLX3/PL25 1291 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 Dex 3 **Fgt** 5 **Int** 18 **Awe** 25 **Pre** 25

Powers: Book of Destiny: Precognition: PLX4, Postcognition: PLX4, Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor); **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness);,

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Destiny), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 16, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 32 (+50), Insight 25 (+50), Intimidation 10 (+35), Perception 25 (+50)

Offense: Initiative +3, Affliction; Magic +19 (Ranged 19); Unarmed +5 (Close Damage 4)

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 25

Totals: Abilities 190 + Powers 992 + Advantages 46 + Skills 46 + Defenses 17 = 1297

Destiny is the oldest of the Endless and has existed since the moment of the universe's conception. His realm, the Garden of Destiny, occupies the space that forms the convergence of all mazes and labyrinths. Chained to his right wrist is a large leather-bound book. In the Beginning was the Word, and it was traced by hand on the first page of the Book, before ever it was spoken aloud. In the Book is a description of everything that has happened, is happening, and will happen.

Destiny is also the tallest of the Endless, to mortal eyes. In his "human" guise, he appears as a tall man wearing a plain robe, the hood of which hides his face in its shadows. Destiny is an enigmatic individual and asking him for advice is generally futile - if he tells you anything at all, he usually tells you something you do not want to hear. To seek him out, one must begin in a maze. Only by taking the proper turns at the proper times and places can you reach the gardens of Destiny. There are some who believe him to be blind; whilst others, perhaps with more reason, claim that he has traveled far beyond blindness, that indeed, he can do nothing but see: that he sees the fine traceries the galaxies make as they spiral through the void that he watches the intricate patterns living things make on their journey through time. Destiny smells of dust and the libraries of night. He leaves no footprints. He casts no shadow.

Destiny is one of the most dedicated of the Endless to his duties, Although blind, he nonetheless fulfills his duty to perpetually read the present moment from his Book in which the entire story of existence is set down, from the first fires of creation to the extinction of all worlds. His sister Delirium, however, claims that there exist paths that his book doesn't contain. (Why did she cease to be Delight and instead become Delirium? Not in that book). It is his role to profess what actually is, not what is expected or hoped to be. **(Str15)**

DESTRUCTION

DESTRUCTION PLX3/PL38 1055 POINTS

Ab: Str 11 **Sta** 12 **Agi** 3 **Dex** 3 **Fgt** 20 **Int** 15 **Awe** 15 **Pre** 17

Powers: Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Power of Destruction:** Magic 50 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to when causing destruction; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor);**Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Destruction), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 15 (+30), Insight 15 (+35), Intimidation 25 (+50), Perception 15 (+30)

Offense: Initiative +3, Affliction; Magic +19 (Ranged 19), Power of Destruction +25 (Ranged Affliction 50), Unarmed +20 (Close Damage 11)

Defense Dodge 10, Parry 20, Fort Immune, Tough 12, Will 18

Totals: Abilities 188 + Powers 764 + Advantages 52 + Skills 35 + Defenses 16 = 1055

Destruction, also known as Olethros, is the fourth member of The Endless to come into being. And contrary to the violent nature of his role, Destruction's personality is that of a warm, friendly, kind-hearted man.

Some time around the turn of the seventeenth century,

as scientific analysis began to preoccupy the minds of men to an ever-greater extent, Destruction realized that his position would eventually make him responsible for the enactment of the unimaginable carnage of modern war and inevitably extending even into a nuclear holocaust.

Unwilling to abet man in his own demise, Destruction called all the Endless together in the Garden of Destiny to announce his resignation from their ranks. Despite general disapproval and sorrowful protest, Destruction walked away from his former existence, choosing to live incognito in the waking world.

Destruction did not cease to exist as the active aspect of Destruction, he simply stopped directing the affairs over which he has control. As he says, destruction did not stop, it was merely no longer ordered and controlled. Since he abandoned his responsibilities, there is no sigil in the galleries for him, though he keeps his own gallery (wherein is a sword, his sigil).

Destruction's choice of path baffles and to some degree infuriated his brother, Morpheus, while Destruction found it hard to comprehend Morpheus' position and had concentrated on trying to impart to him some wisdom on the necessity of change and self-knowledge before Morpheus' death.

Since giving up his responsibilities, Destruction concentrates instead on attempting to learn about his own nature and exert control over it. This is manifested in his deliberate attempt to subvert his own essential nature and create instead of destroying. He considers himself to be an artist, but his true nature proves through in his writing, paintings, and even his cooking, that his talent for creating is hopeless.

Although Destruction is every bit as powerful as his siblings, it should be noted that he is highly unlikely to manifest any of his powers. In many ways, Destruction is the antithesis of Dream. Rather than choosing to end his existence like Morpheus, Destruction simply leaves his realm to escape his duties, knowing full well that creatures in the incarnate reams will destroy themselves with or without him. He will not overplay his own importance, which is why he prefers to masquerade as a day laborer or artist. Destruction may be the most philosophical of the Endless - things are not as "certain" for him as they are for Destiny, but he shares Death's love of life. Destruction is aware of the ultimately finite existence of the universe, and by extension, of the Endless themselves. He intuitively understands and embodies the inherent life affirmation within every act of destruction. He lives his life in the tradition of many classic mortal heroes, he works hard; he plays hard, and he loves hard.

The other Endless sometimes refer to Destruction as "the Prodigal". **(Str45)**

DREAM

DREAM PLX3/PL33 840 POINTS

Abil: Str 4 Sta 9 Agi 3 Dex **3 Fgt 5 Int** 16 **Awe** 20 **Pre** 25

Powers: Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Dreamlord:** Magic 40 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to within the Dreaming); **Magic:** Magic 25 (Variable Power, Any Powers with the Cosmic Descriptor);**Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Dreams), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed

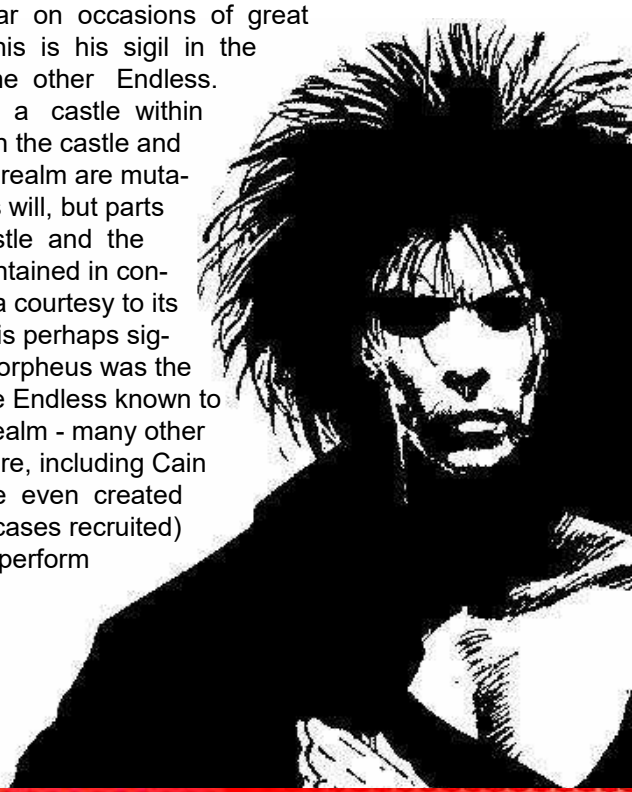
Skills: Expertise (All fields) 18 (+32), Insight 15 (+36), Intimidation 15 (+40), Perception 20 (+40)

Offense: Initiative +3, Magic +25 (Ranged 28), Dreamstuff +25 (Ranged Affliction 40), Unarmed +5 (Close Damage 4

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 20

Totals: Abilities 176 + Powers 561 + Advantages 52 + Skills 34 + Defenses 17 = 840

Dream (Morpheus) was usually a tall, thin, pale-skinned and black haired man, although, when interacting with individual mortals, he appeared in a guise appropriate to the mortal. He invariably wore black, except when wearing Dream's formal costume, which involves purple and blue, and sometimes flames licking up the bottom of his cape. Dream also has in his possession a helmet made from the skull and backbone of a demon, which he seems to wear on occasions of great importance; this is his sigil in the galleries of the other Endless. Dream lives in a castle within his realm. Both the castle and the rest of the realm are mutable at Dream's will, but parts of both the castle and the realm are maintained in constant form as a courtesy to its inhabitants. It is perhaps significant that Morpheus was the only one of the Endless known to populate his realm - many other beings live there, including Cain and Abel. He even created (and in some cases recruited) servants to perform roles he could easily have



carried out himself, including the reorganization of the castle and guarding its entrance. This perhaps points at an essential loneliness in Morpheus' character, despite his seemingly closest friend Matthew (a man, reincarnated into a talking raven). Recently, though, the aspect of Dream, known as Morpheus, that has been the aspect of Dream for eons, if not forever, has been put to death at the hands of the Furies, due in part to a long history of insensitivity towards others that had caught up to him. His successor is Daniel. **(Str15)**

DREAM: DANIEL

DREAM: DANIEL	PLX3/PL33 840 POINTS

Abil: Str 4 Sta 9 Agi 3 Dex **3 Fgt 5 Int** 16 **Awe** 20 **Pre** 25

Powers: Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Dreamlord:** Magic 40 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to within the Dreaming); **Magic:** Magic 25 (Variable Power, Any Powers with the Cosmic Descriptor);**Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Dreams), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 18 (+32), Insight 15 (+36), Intimidation 15 (+40), Perception 20 (+40)

Offense: Initiative +3, Magic +25 (Ranged 28), Dreamstuff +25 (Ranged Affliction 40), Unarmed +5 (Close Damage 4

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 20

Totals: Abilities 176 + Powers 561 + Advantages 52 + Skills 34 + Defenses 17 = 840

Dream (Daniel) is the son of Hippolyta Hall and Hector Hall, borne for two years in the Dreaming, where the Halls were being held prisoner by Brute and Glob, two nightmares who had escaped from the Dreaming while Morpheus was being held in captivity by mortals who were fooling around with magics that were beyond them. Hector himself was already dead, and Lyta and Hector's ghost lived together in the dreams of Daniel; this was until Morpheus went looking for Brute and Glob, where he destroyed the barrier they created around Daniel's mind, cutting him off from the real dreaming, and banishing Brute and Glob to an excruciating fate. Once this happened, the ghost of Hector faded away, probably into Death's realm, as he should have done when he first died. Morpheus proceeded to reveal that someday he would return to take Daniel, rightfully his because the boy had spent the majority of his gestation in the Dreaming, and that there was nothing Lyta could do to prevent it. Lyta and her child were returned to the waking world, and Lyta tried to pick up the pieces in her life. Before Morpheus went off to face Lucifer, he paid another visit to the two, and he gave Daniel his name, to which Lyta took a liking. As Daniel grew, he started to enter the Dreaming while asleep, and was regaled with stories by Cain, Abel and Eve, while Matthew watched, and even returned to Earth clutching one of Matthew's feathers one time. Later, Lyta believed Daniel had been 'abducted' by Dream of the Endless (which would later prove to be untrue), which connected to his words that he would one day return for the boy. This didn't sit well with Lyta, who felt that Morpheus has not only robbed her of her husband but now also her son. Her grief and torment were indefinable as she slipped into insanity. Lyta, therefore, played a crucial part by taking her grievances to the Furies, ultimately bringing about Morpheus' downfall, while sealing her son's place in the Dreaming for all eternity as he assumed the role of Dream. Daniel is different and yet similar to his predecessor. While he still speaks in the same way, and is still 'Dream of the Endless', he is inexperienced in certain matters and relies on Matthew the raven for advice. Also, though Morpheus' robe would change shape to fit its setting, Daniel almost always wears the same clothing. Whereas Morpheus almost always wore black, Daniel is robed in white once incarnated into the "office". Where Morpheus had his power vested in a ruby worn at his neck, Daniel has an emerald called the Eagle Stone. He has foreseen that he will someday be forced to break the emerald in the same way that his predecessor broke the ruby. **(Str15)**

ETERNALS

The **Eternals** were created over a million years ago by the enigmatic Celestials, who arrived on Earth to perform genetic experiments on the nascent human race. For purposes unknown, they hoped to test the adaptability of the human gene, accelerating the evolution of a handful of subjects and gave them the genetic potential to mentally manipulate limited quantities of cosmic energy. Thus was born the race of Eternals. The Celestials also performed experiments that led to the creation of the Deviants, and also implanted latent genetic material in other specimens that would one day permit benevolent mutations in human beings.

At first, the Eternals' genetic potential for extra-long lifespans and virtual invulnerability lay dormant. A devastating civil war eventually broke out among the first known generation of Eternals. The two opposing factions, one led by **Kronos** (also “Chronos”) and one by his brother Uranos, clashed in a conflict of ideologies over their people's destiny. Kronos's side prevailed, and the warlike Uranos and his surviving band of followers were exiled into outer space. These exiles found a supply depot left by the alien Kree on the planet now known as Uranus, and used it to construct a spaceship in which they attempted to return to Earth and renew their war with their brethren. Four Eternals, however, stayed on Uranus and gave rise to a small colony of Uranian Eternals. The rest of Uranos's followers were attacked by a Knee armada before reaching Earth. The survivors among Uranos's band built a civilization on Saturn's moon Titan, giving rise to its own colony of Eternals. One of Uranos's followers, Aflok, was taken by the Kree for vivisection. Learning that the being had derived from Earth, the Kree decided to perform genetic experiments on Earth's pre-humans themselves. Their experiments would result in the Inhumans.

Kronos was working in his laboratory in the Earth Eternals' city of Titanos on an experiment with cosmic energy when he accidentally caused an explosion that demolished Titanos and subjected the Eternals to a cosmic particle bombardment.

This irradiation activated the latent genes in the Eternals that gave them their long lifespans and virtual invulnerability. Kronos's atoms were scattered, but his astral form still survives on this plane of reality, quietly observing life in the universe and once encountered by Maelstrom who was seeking ways to become a cosmic entity.

After Kronos's physical death, his eldest sons, Zuras and Alars, initiated the first creation of the Uni-Mind, a collective melding of the minds and bodies of the Eternals. While in the form of the Uni-Mind, the Eternals determined that Zuras should be Kronos's successor as their leader. To avoid disunity among the Eternals, Alars, who differed with Zuras as to what the Eternals' goals should be, left for outer space. Eventually, Alars arrived on Titan, where he met with Sui-San, the last survivor of a civil war among the Eternal colony there. Together Alars and Sui-San repopulated Titan. However, since Sui-San was not affected by Kronos' cosmic energy bombardment, their children were not as powerful or long-lived as the Eternals of Earth. Alars renamed himself Mentor, and the race of Titanian Eternals, although recently greatly reduced in number, still exists today.

Zuras directed the construction of the new principal city of the Eternals, Olympia, in a mountainous region in Greece. Two other major Eternal cities were founded: Polaria in Siberia and Oceana in the Pacific. Olympia lay near the principal nexus between Earth's dimension and

BASE: GREECE, TITAN
KNOWN MEMBERS: FORGOTTEN ONE, IKARIS, KHORYFOA, MAKKARI, MENTOR, PHASTOS, SERSI, THENA, ZURAS
HEADQUARTERS: OLYMPIA, TITANOS
VEHICLES: VARIABLE

that of the Olympian gods on Mount Olympus. Zuras and Zeus, leader of the Olympians, made a mutual non-interference pact between their races. Ancient Greeks and Romans often confused the Olympian Eternals and the Olympian gods.

Over the centuries, some Eternals went to live among normal humans. The Eternals have also fought the Deviants' constant efforts to seize power and enslave humanity.

In recent years, the 4th Host of Celestials arrived on Earth to judge humanity. Fearing the Celestials would judge against the Earth and destroy is, Zuras led the Eternals against the space gods, who killed him. The Celestials nevertheless judged in Earth's favor.

Zuras's daughter Thena contacted Zuras's spirit before it left this plane of reality, and learned that the Eternals were to leave Earth to explore space now that the Celestials had departed. Virtually all of Earth's Eternals left for space in the form of the Uni-Mind.

However, the Eternals' collective consciousness in the Uni-Mind decreed that a small number of Eternals who were particularly involved in Earthly matters remain behind. Among the Eternals who remained on Earth were Thena, their new ruler, Ikaris, Sersi, Makkari, the Forgotten One, Pixie, Sprite, Cybele, Phastos, Khoryphca, and Interloper.

KRONOS — PLX2/PL19 807 POINTS

A: Str 25 **Sta** 25 **Agi** 10 **Dex** 10 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Cosmic Entity: Immunity 30 (Fortitude Effects) Impervious Toughness 21; **Energy Manipulation:** Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor); **Omnipresence:** Teleport 25; **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 12 (Status: (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise (All fields) 5 (+25), Insight 5 (+25), Intimidation 5 (+25), Perception 5 (+25)

Offense: Initiative +14, Cosmic Energy +10 (Ranged Damage 25), Unarmed +12 (Close Damage 25)

Defense Dodge 14, Parry 12, Fortitude Immune, Toughness 25, Will 20

Totals: Abilities 280 + Powers 476 + Advantages 40 + Skills 11 + Defenses 0 = 807

Complications: X-Level: The stat-box is Kronos as a playable **PL19**. His X-level is **PLX2** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x2=40**) on all rolls.

MENTOR

A'Lars was born in the Eternals' original Earth capital, Titanos, to Kronos and Daina. His brother was Zuras. Alars became a scientist like his father. Mentor is regarded as a man who has learned great wisdom over his long life and he employs it well.

Following the death of their father, A'Lars and Zuras held the first Uni-Mind to determine which of them would rule the Eternals of Earth. Though A'Lars was well-loved, Zuras won the people's favor. Knowing that remaining on Earth would spread disorder, as the rivalry between his father and his uncle Uranos once had, A'Lars exiled himself to the moon of Titan.

There he found Sui-San, the sole survivor of the exiled followers of Uranos. With her, he founded the Eternals of Titan and took the new alias **Mentor**. They began to repopulate the Titan colony and it grew into a paradise. They created ISAAC, an immense computer system that could monitor and maintain all of the life support functions of the inner world.

Mentor and Sui-San had two sons, Thanos and Eros. Eros grew up to be a fun-loving, carefree womanizer. Thanos was born with gray, hide-like skin and a massive body due to being born with the Deviant Syndrome. Thanos was a morose child who became obsessed

with the concept of death. Thanos met the embodiment of Death itself who, in female form, became Thanos' companion. It is probable that Death was attracted to Thanos by both his philosophical dedication to nihilism as well as his willingness to commit genocide on even his own people. Through bionic implementation and long hours of meditation, Thanos augmented his Eternal strength and powers so that his powers surpassed those of all other Titanian Eternals.

As he grew in power, Thanos also grew in ambition and desire for conquest. Thanos stole one of his people's starships and traveled to other star systems to recruit soldiers, mercenaries, and malcontents for a private army of his own. After a century, Thanos returned and brought war to Titan. His first attack upon Titan saw the deaths of over 100 Eternals. After Thanos departed, A'Lars ruled alone and re-built the planet. **(Str35)**

MENTOR — PL14 221 POINTS

Abilities: Str 9 **Sta** 9 **Agi** 2 **Dex** 2 **Fgt** 6 **Int** 12 **Awe** 3 **Pre** 8

Powers: Cosmic Energy Manipulation: Ranged Damage 15; **Flight** 9 (1000 MPH) Space Travel 1); **Immortality:** Immunity 11 (Aging, Life Support) Impervious Toughness 9

Advantages: Benefit 5 (Leader of Titanian Eternals), Close Attack 2, Connected, Die Hard, Great Endurance, Inspire, Leadership, Teamwork

Skills: Expertise: (most scientific areas) 10 (+22), Insight 8 (+11), Perception 14 (+15), Ranged Combat: Energy Beams 8 (+10), Technology 4 (+16)

Offense: Initiative +2, Energy Beams +10, Ranged Damage 15, Unarmed +8, Close Damage 9

Defense: Dodge 10, Parry 10, Fortitude 14, Will 13, Toughness 11

Totals: Abilities 102 + Powers 57 + Advantages 13 + Skills 22 + Defenses +27 = 221

Complications: Responsibility: As leader of the Titanian Eternals, Mentor takes personal responsibility for their welfare. He also feels responsible for the damage his son, Thanos, has done. **Titanian Eternal:** Str 6 Sta 4 Agi 2 Dex 2 Fgt 4 Int 3 Awe 3 Pre 3, Unarmed +6, Close Damage 6, Dodge 8, Parry 8, Fortitude 10, Will 6, Toughness 4

ZURAS

Zuras and A'Lars were the eldest sons of Kronos, the leader of the first generation of the race now known as the Eternals. Kronos was working in his laboratory in Titanos on experiments to discover the secret of immortality when he grasped a vessel containing an unknown "cosmic force" he had isolated. The vessel ruptured, causing an explosion which demolished Titanos. The explosion scattered Kronos' atoms throughout the universe, but Kronos' astral form, now possessing godlike intelligence and perceptions, remained on this plane of reality. The "cosmic force" released by the explosion also altered the other members of Kronos' race, all of whom survived. Now both they and their descendants would have virtually indefinite life spans compared to those of ordinary humans, and could be killed only by means that would disperse a large proportion of their atoms. Thus, the inhabitants of Titanos truly became what they are known as today, Eternals.

Zuras and A'Lars together initiated the first creation of the Uni-Mind, a collective melding of the Eternals' bodies, shortly thereafter. While in the form of the Uni-Mind, the Eternals determined that Zuras should be Kronos' successor as the leader of their race. To avoid disunity among the Eternals, A'Lars, who had differentideas than Zuras about what the Eternals' goals should be, left for outer space.

Eventually A'Lars settled on Saturn's moon, Titan, where he fathered the race of Titanian Eternals and became known as their leader, Mentor.
Zuras directed the construction of the new principal city of the Eternals, Olympia, in a mountainous region in Greece. Other Eternals settled elsewhere, but Zuras remained the leader of all of Earth's Eternals. At some point, Zuras married a female Eternal named Cybele and they had a daughter, Azura, later known as Thena. It is not known whether they had other children as well.
When the civilization of ancient Greece began to rise, the Olympian god Zeus decided to make the presence of the Olympian gods known to the Greeks so that they would worship him and the other gods. The principal nexus between the dimension of Olympus and Greece lay atop Greece's Mount Olympus, near Olympia, the capital city of the Eternals.
Zeus and his daughter Athena held a meeting with Zuras and Azura, who had become her father's principal adviser. Noticing the marked physical resemblance between Zeus and Zuras and between Azura and herself, Athena suggested that the Olympian gods and the Eternals form an alliance in which the Eternals would act as the gods' representatives on Earth. Zeus, Zuras, and Azura agreed. Azura took the name of Thena as a token of this agreement.
Over the many years, many human beings came to think of several Eternals not as representatives of the Olympian gods but as the gods themselves. This confusion led to a growing resentment by the gods towards the Eternals, which recently erupted into brief warfare, during which there was a battle between Zuras and Zeus. However, the war ended the very same day that it began, and the Olympian gods and Eternals were now at peace.
With the arrival of the Celestials' Fourth Host. Zuras knew that if the Celestials judged against humanity they would destroy the Earth. In an effort to prevent this looming catastrophe, Zuras and the Eternals joined the Asgardian god, Odin, in an attempt to drive the Celestials from Earth. Zuras and the other Earth Eternals again merged into the Uni-Mind, advancing to the South American base of the Fourth Host, where they were joined by the Destroyer.
The Celestials fired powerful bolts of energy into the Uni-Mind, transforming it back into the various individual Eternals, who fell to Earth, temporarily unconscious. However, Zuras, whose consciousness lay at the center of the Uni-Mind, was immediately killed by the force bolt. His corpse fell to the ground with the other Eternals. Ultimately, the Celestials judged in Earth's favor and left Earth after Earth-goddess, Gaea (see Entry for: **Elder Gods: Gaea**) , placated the Celestials with her offering of the Young Gods. **(Str60)**

ZURAS — PL16 264 POINTS

Abil: Str 14 **Sta** 14 **Agi** 4 **Dex** 2 **Fgt** 3 **Int** 10 **Awe** 10 **Pre** 10

Powers: Cosmic Energy Manipulation: Ranged Damage 19; **Flight** 9 (1000 MPH) Space Travel 1); **Immortality:** Immunity 11 (Aging, Life Support) Impervious Toughness 9

Advantages: All-Out Attack, Benefit 5 (Leader of Titanian Eternals), Close Attack 2, Connected, Die Hard, Great Endurance, Inspire, Leadership, Power Attack

Skills: Expertise: (Biology) 10 (+20), Expertise: (Genetics) 10 (+20), Perception 4 (+14), Ranged Combat: Energy Beams 8 (+12), Technology 4 (+14)

Offense: Initiative +4, Energy Beams +12, Ranged Damage 19, Unarmed 10, Close Damage 19

Defense: Dodge 11, Parry 11, Fortitude 18, Will 12, Toughness 14

Totals: Abilities 152 + Powers 66 + Advantages 14 + Skills 18 + Defenses +14 = 264

Complications: Responsibility: Leader of the Earth Eternals, **Earth Eternal:** Str 8 Sta 5 Agi 2 Dex 2 Fgt 5 Int 4 Awe 4 Pre 4, Energy Beams +8, Ranged, Damage 6, Unarmed +8, Close Damage 8, Dodge 8, Parry 8, Fortitude 10, Will 8, Toughness 5

ETERNITY

Eternity is the sum total of all that exists – essentially he IS the Marvel Universe. Eternity exists as long as the universe itself does, and he has apparently been reincarnated over the repeated course of Creation and Destruction from which new universes are birthed. The current incarnation of Eternity came into existence simultaneously with the Big Bang, and event which created not only the universe (himself), but his counterpart Mistress Death, and the planet-destroyer, Galactus – a being created by his previous incarnation as a balance point between himself and Death. Despite his power, Eternity has been the target of several universal-scale campaigns to usurp his power, or even kill him. He has engaged the aid of lesser beings, such as Dr. Strange, and Adam Warlock, or even entities like Galactus and the Celestials. Even so, he has tasted defeat and even death. The mad-titan, Thanos, defeated him in direct battle utilizing the Infinity Gauntlet, and again employing the might of the Heart of the Universe. He was even temporarily destroyed by his abstract sibling, Entropy. Eternity also answers to the authority of the Living Tribunal.

The 616 Eternity – the mainstream Marvel Universe – encompasses all his myriad timelines and dimensions within his own reality. However, the multiverse encompasses a multitude of alternate Eternities, each its own reality; it is possible that Eternity may exist on a higher level, encompassing all his myriad selves at once. This multi- Eternity would embody the reality of the Multiverse. **(Str5000)**

PERSONALITY

When told by a concerned Adam Warlock That he seemed distracted, Eternity responded, “Let it not concern you, it is my natural state.” That pretty much says it. Eternity does not generally interact with mortal beings unless the situation is extremely dire, preferring to work through proxies. When pressed, however, he has been known to engage in battle. He has also demonstrated desire when tempted by the Infinity Gems..

POWERS AND ABILITIES

Eternity is the most powerful being within his own reality, the sum total of all of existence – beyond the power of Eternity is beyond the universe. Across the multiverse, however, multi-Eternity exist, and each individual reality is subject to the jurisdiction of the Living Tribunal. Laws from ‘on High’ thus institute certain strictures upon which Eternity may use his powers. Eternity is also subordinate to the Infinity Gauntlet.

X-Level: The stat-box is Eternity as a playable **PL38**. His X-Level is **PLX4** - all Powers and Abilities are 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

REAL NAME: ETERNITY
OCCUPATION: PERSONIFICATION OF THE UNIVERSE
BASE: N/A **AFFILIATION:** N/A
HEIGHT: INFINITE **WEIGHT:** INFINITE
EYES: BLACK WITH STARS **HAIR:** NONE

ETERNITY — PLX4/PL38

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
50	50	25	25	25	25	25	25

POWERS

Embodiment of the Universe: Variable Power 50 (Any Powers with the Cosmic Descriptor), Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 50 • *420 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *400 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 25 (+50), Perception 25 (+50)

OFFENSE

INITIATIVE +7

Cosmic Energy +25	Ranged Damage 50
Unarmed +25	Close Damage 50

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	500	**SKILLS**	50
POWERS	920	**DEFENSES**	0
ADVANTAGES	35	**TOTAL**	1505

COMPLICATIONS

Relationships: Eternity's primary interaction are with his counterpart/ mate, Infinity, but he also keeps a number of mortal contacts, in particular, Dr. Strange, Adam Warlock as well as the Silver Surfer. Among Cosmic Beings, the Celestials are known to act upon Eternity's will – perhaps like worker ants – he described metaphysically as part of the 'Cosmic Compos' with Infinity, Mistress Death, and Oblivion, and one corner of the 'Cosmic Trinity' along with Mistress Death and Galactus.
Enemies: Despite his great power, Eternity has many enemies, such as Dormammu, Thanos, the Infinties, and the Beyonders.

EMBODIMENT OF ALL THAT IS

As the embodiment of all that exists in the entire universe, when Eternity talks, most everyone listens, and he has several contacts on the mortal plane, like Dr. Strange and Adam Warlock.
On the Cosmic Plane, Eternity most often interacts with his counterpart/mate Infinity (see below) who along with their own conceptual counterparts, Mistress Death and Oblivion, comprise the totality of the 'Cosmic Compus' (See entry for: **Death**). Eternity is also said to occupy one corner of the 'Cosmic Trinity' with Mistress Death and the World-Devourer, Galactus. Most other cosmic entities will act in Eternity's interests, considering that preservation of their entire reality obviously is their own best interests.
Despite his near omnipotence, there DO exist powers beyond even Eternity – he answers to the authority of the Living Tribunal, the representative of the One Above All, and he has been defeated in battle by the power of the Infinity Gauntlet, the Beyonders, and the Heart of the Universe.

INFINTY

INFINITY — PLX4/PL38

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
50	50	25	25	25	25	25	25

POWERS

Embodiment of the Spatial Axis of the Universe: (Variable Power 50 (Any Powers with the Cosmic Descriptor), Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 50 • *420 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *400 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 10 (+25), Expertise (All fields) 25 (+50), Intimidation 25 (+50), Perception 25 (+50), Technology 25 (+50)

OFFENSE

INITIATIVE +7

Power Cosmic +25	Ranged Damage 50
Power Cosmic +25	Close Weaken 50
Unarmed +25	Close Damage 50

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	408	**SKILLS**	55
POWERS	1441	**DEFENSES**	28
ADVANTAGES	**53**	**TOTAL**	1985

ETERNITY'S BETTER HALF

As the embodiment of the Spatial Axis of the Universe, **Infinity** has vast powers, but rarely uses them directly, preferring to act through proxies – as such, she has contacts on the mortal plane, including Quasar and Adam Warlock.

Along the Cosmic Plane, Infinity most often interacts with her counterpart/mate Eternity. And as Eternity's opposite is Mistress Death, Infinity's opposite is Oblivion, and together the four of them comprise the 'Cosmic Axis'. Most other cosmic-level entities, such as the Celestials, Master Order and Lord Chaos will act in Infinity's interests and do her bidding.

Despite her near omnipotence, there DO exist powers beyond even Infinity. Infinity answers to the Living Tribunal, and has been defeated by the Infinity Gauntlet, The Beyonders, and the Heart of the Universe.

NOTE: It has also been suggested that Infinity is a secondary face of reality that cannot exist without Eternity. **(Str5000)**

X-Level: Infinity is **PLX4 (20x4=80**)

FRIENDLESS

In an obvious nod to DC's 'Endless', Eternity has seven aspects of himself, the 'Friendless': Empathy, Enmity, Eternity, Entropy, Epiphany, Eulogy, and Expediency. **Entropy**, once killed Eternity, intending to usurp his place, but was unwittingly transformed into Eternity himself when he tried to recreate the universe. **(Str4000)**

X-Level: Entropy is **PLX3 (20x3=60**)

ENTROPY PLX3/PL35 1420 POINTS

A: Str 45 **Sta** 45 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Embodiment of the Entropy: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects) Impervious Toughness 45, **Omnipresence:** Teleport 45, **Omniscience:** Communication 45, Comprehend 45, Mind Reading 45, Senses 45 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 25 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 20 (+45), Insight 20 (+45), Intimidation 20 (+45), Perception 20 (+45)

Offense: Initiative +15, Cosmic Energy +15 (Ranged Damage 45), Unarmed +15 (Close Damage 45)

Defense Dodge 25, Parry 25, Fortitude **Immune**, Toughness 45, Will 45

Totals: Abilities 480 + Powers 870 + Advantages 30 + Skills 40 + Defenses + 0 = 1420

MASTER ORDER & LORD CHAOS

In an obvious nod to DC's 'Endless', Eternity has seven aspects of himself, the 'Friendless' – Empathy, Enmity, Eternity, Entropy, Epiphany, Eulogy, and Expediency. **Entropy**, once killed Eternity, intending to usurp his place, but was unwittingly transformed into Eternity himself when he attempted to recreate the universe. **(Str4000)**

MASTER ORDER/CHAOS PLX3/PL25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	25	20	25	20	25	25	25

POWERS

Conceptual Entity: Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 25, Intangibility: Insubstantial 4, Dynamic, Protection 2 • *82 points*
Embodiment of Order: Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor) • *210 points*
Omnipresence: Teleport 50 • *100 points*
Omniscience: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *450 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Range Attack, 5, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 5 (+30), Perception 25 (+50)

OFFENSE

INITIATIVE +20

Cosmic Energy +20	Ranged Damage 30
Unarmed +20	Close Damage 25

DEFENSE

DODGE	20	**FORTITUDE**	Immune
PARRY	20	**TOUGHNESS**	25
WILL	25		

POWER POINTS

ABILITIES	380	**SKILLS**	40
POWERS	842	**DEFENSES**	0
ADVANTAGES	36	**TOTAL**	1297

Master Order & Lord Chaos are basic forces of existence, and while they may be overcome by superior power, they cannot be destroyed except through the destruction of the universe itself. If their manifestations are destroyed, they may reform themselves, unless destroyed with a psychic attack.
Lord Chaos and Master Order are each one half of the primal forces of Order and Chaos – operating in conjunction with Lord Chaos (which is almost always the case), their energy powers combine for 40 ranks (PL30). When operating within the perimeters of their own realm, Order and Chaos act as the face of Eternity, becoming PLX4 characters. **(Str500)**
X-Level: Order & Chaos are **PLX3 (20x3=60**)

IN-BETWEENER

The In-Betweener: Master Order and Lord Chaos created the In-Betweener to maintain the balance between their two opposing forces. The In-Betweener has been known to run rogue. **Str** 8 **Sta** 16 **Agi** 11 **Dex** 11 **Fgt** 10 **Int** 1 **Awe** 11 **Pre** 15, **Cosmic Entity:** Immortality 25, Immunity 30 (Fortitude Effects) Impervious Toughness 16, **Reality Manipulation:** Energy Control 25 (Variable, Any Powers with the Cosmic Descriptor), **Omnipresence:** Teleport 25, **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness); **Dodge** 12, **Parry** 12, **Fort** Immune, **Tough** 16, **Will** 14. **(Str30) (PL18/PLX3)**

FAIRCHILD

Caitlin Fairchild is the daughter of Alexander Fairchild of Team 7. The identity of her mother is unknown and Caitlin has never mentioned her.

When he was forced to go underground to escape International Operations, Alex Fairchild left Caitlin in the care of relatives in Portland, Oregon. Raised by her aunt and uncle alongside her cousin Karen, Caitlin grew into a brilliant, but rather mousy young woman. Her academic skill led to her being accepted to Princeton University where she double-majored in computer science and electrical engineering.

During her sophomore year, Caitlin was recruited into Project: Genesis, which she believed to be some sort of government internship. One night, Caitlin began to feel sick (due to secretly being administered drugs designed to activate latent Gen-Active abilities) and staggered out of her room to try to find a bathroom. She inadvertently stumbled into a computer room where her future teammates Grunge and Roxy were hanging out. Caitlin convinced them to go back to their rooms and was about to leave when she spotted her father's name on a computer screen.

Caitlin, investigating this, was interrupted by a security guard who clubbed her with his rifle when she tried to explain herself. The guard was about to turn on Grunge and Roxy, but was interrupted by Caitlin's anger activating her latent gen-active abilities. Fairchild's clothing was shredded in the process, but within seconds, she was transformed from a mousy computer geek to a powerful, towering Amazon.

Borrowing Grunge's shirt, Caitlin, Roxy and Grunge decided to escape Project: Genesis. Along the way, they were joined by Bobby Lane and Sarah Rainmaker. Despite their best efforts the team's escape from Project: Genesis would have failed if not for the intervention of International Operations director John Lynch.

Deciding that I/O had to be opposed, Lynch turned on the organization and helped the teens flee to San Diego, California where he set up a luxurious safe house in the La Jolla area. Lynch promised to teach the fledgling superheroes how to make a difference in the world and to help them uncover the mysteries of who their parents were.

Because of her responsible and mature attitude, Caitlin was universally elected field leader of the team. Though uncertain of her abilities, Fairchild accepted the role and her cool thinking got the team out of more than a few tight situations.

Some time later, John Lynch disappeared. But Alex Fairchild, who Caitlin was reunited with during the Fire From Heaven crossover, took up the role of mentor. It was during this period that the team relocated to the Florida Keys and Roxy and Caitlin discovered that they were half- sisters.

REAL NAME: CAITLIN FAIRCHILD
OCCUPATION: COLLEGE STUDENT, SUPERHERO
BASE: MOBILE, LA JOLLA, CA **AFFILIATION:** GEN 13
HEIGHT: 6' 4" **WEIGHT:** 300 LBS
EYES: GREEN **HAIR:** RED

But the family reunion was short-lived as Alex was killed protecting his daughters and the rest of the team from the villain Tindalos. With her father dead and John Lynch still missing, Caitlin took full leadership of the team. **(Str43)**

FAIRCHILD PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
11	9	4	4	4	2	2	2

POWERS

Shockwave: Burst Area Damage 10, Limited: Both Fairchild and her targets must be in contact with the ground • *10 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both the Fairchild and her targets must be in contact with the ground • *1 point*

Leaping 2 • *8 points*

Super-Stamina: Enhanced Stamina 10 Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 10 • *32 points*

Super-Strength: Enhanced Strength 2 (Lifting STR13; 200 tons), Limited to lifting • *2 points*

ADVANTAGES

Attractive, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 3 (+7), Intimidation 6 (+7), Expertise: Computers 6 (+8). Expertise: Science 6 (+8), Investigation 5 (+7), Perception 5 (+7), Persuasion 6 (+8), Ranged Combat: Throwing 2 (+6)

OFFENSE

INITIATIVE +4

Throw + 6	Ranged, Damage 11
Unarmed +7	Close Damage 11

DEFENSE

DODGE	8	**FORTITUDE**	10
PARRY	8	**TOUGHNESS**	9
WILL	6		

POWER POINTS

ABILITIES	76	**SKILLS**	20
POWERS	53	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	165

COMPLICATIONS

Big Sister: Caitlin is the responsible one, who always assumes the role of leadership.

Relationships: Her half-sister Freefall and the other members of Gen-13

Sex-Pot: For a former introvert, being transformed into a super-sexy bombshell gets her attention she is not used to.

Telepathy: Fairchild has a psychic connection with Freefall of 10 ranks.

PERSONALITY

Before her transformation, Caitlin was an introverted, mousy bookworm, a nerdy, somewhat repressed stereotypical ‘good girl’.

After her transformation, Caitlin became much more outgoing, asserting her leadership among Gen 13. She effectively assumes the role of the matriarchal older-sister, looking at the rest of them as her personal responsibility.

POWERS AND ABILITIES

Caitlin has superhuman strength and durability. She also has wide academic knowledge, particularly science-related subjects and computer tech. Her enhancement also had the not-to-be-underestimated quality of granting her voluptuous ‘female-attributes’ and, despite her innate, shy primness, Caitlin has learned to play upon her sexuality.

FANTASTIC FOUR

Reed Richards, a brilliant young scientist and developed a new form of propulsion with the potential to take man to the stars – a specialized drive designed to break the light barrier. But he needed to test the prototype unit, so he asked his old college roommate, famed test pilot Ben Grimm, to fly the experimental craft. Ben was reluctant, and he told Reed in no uncertain terms that not enough was known about the effects of cosmic rays for the mission to be safe.

Nevertheless, calling on Ben's patriotism and their friendship, Richards convinced his old pal to undertake the mission. Reed's fiancée, Susan Storm, decided to accompany the pair on the mission, though both men protested this initially. When her younger brother Johnny found out about it, he demanded to be included in the flight as well.

The four would-be space explorers took off in secret, and at first, everything seemed to be going well. But before they could give the star drive a good workout, they passed through a pocket of concentrated cosmic rays near Earth. Overcome by the effects of this radiation, Ben lost control of the ship, which crashed to Earth.

All four people aboard survived the crash uninjured, but not unchanged – the cosmic rays had given each of them superhuman powers. Reed found that he could stretch his body in amazing ways and form his limbs and torso into almost any shape. Ben, who had felt himself growing heavy on the flight, emerged from the crash with incredible strength and a body made of stone. Susan's new ability was startling mostly because it wasn't apparent, or rather, she wasn't apparent – she had turned invisible. Young Johnny Storm, who had grown hotter and hotter as the cosmic rays bombarded the ship, now found that he could sheathe his body in flame, fly, and control fire itself.

The four realized that they should have died in the crash, and that what had happened was a second chance. They had powers that few humans could ever dream of and they decided to use their newfound abilities to do good in the world by protecting America and the Earth from any evil that might threaten them. They became the **Fantastic Four**.

The Fantastic Four was something entirely new – they were a family team of superheroes who lived and worked together on a daily basis, who were open about their private identities and what they could do. From their headquarters atop the Baxter Building in Manhattan, they declared to the world their intention to fight evil in all its forms, becoming worldwide celebrities, with their public lives under constant media scrutiny, while still finding time to save the world from arch villains, like Doctor Doom, or even the World Devourer, Galactus. To this day, the Fantastic Four remains the First Family of the Marvel Universe.

BASE: NEW YORK CITY, NY
BEST KNOWN MEMBERS: HUMAN TORCH, INVISIBLE WOMAN, MR. FANTASTIC, THE THING, BLACK PANTHER, CRYSTAL, LUKE CAGE, MEDUSA, SHE-HULK, SPIDER-MAN
BASE: FOUR FREEDOMS PLAZA, BAXTER BUILDING
VEHICLES: FANTASTICAR

HUMAN TORCH

Johnny Storm saw membership in the Fantastic Four as a great big adventure and he has remained much the same throughout his career, always the most brash and excitable member of the FF. He still respects Reed, considers Sue as an overprotective – and somewhat bossy – older sister, and teases Ben unmercifully. He is absolutely dedicated to the FF's cause, however, and is well aware of his powers' potential to cause serious harm or even death to opponents. The **Human Torch** rarely uses his powers at full intensity except against the most powerful and dangerous foes.

Johnny's light-heartedness hides his desire to find true love, a goal he pursues with considerable zeal. In the course of his life, he has had relationships with many women, some very serious. All his relationships have ended poorly, but that doesn't stop him from trying over and over again. **(Str6)**

PERSONALITY

Usually the first to dive into battle, Johnny's brash, impulsive nature have earned him the nickname 'hothead'. Always seeing to be the center of attention, he his known for flashy aerial combat maneuvers, and his battle cry – 'Flame on!'

HUMAN TORCH PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	2	2	3	2	1	0

POWERS

Fire Control Stunts: Array (32 points)
- **Fire Blast:** Ranged Damage 16 • *32 points*
- **Fire Manipulation**: Fire Control 9, affects corporeal, precise • *1 point*
- **Energy Sheath:** Energy Aura (Fire) 16, Flight 7 (240 MPH), Protection 10 •*3 points*

Flame Immunity: Immunity 10 (all fire effects) • *10 points*

ADVANTAGES

All-Out Attack, Extraordinary Effort, Move-By Action, Power Attack, Teamwork

SKILLS

Athletics 6 (+6), Insight 4 (+6), Perception 6 (+7), Ranged Combat: Fire Blast 8 (+10), Technology 7 (+9), Vehicles 8 (+10)

OFFENSE

INITIATIVE +2

Fire Blast +10	Ranged, Damage 16
Unarmed +3	Close Damage 1

DEFENSE

DODGE	10	**FORTITUDE**	3
PARRY	8	**TOUGHNESS**	12/2*
WILL	6	*Without Energy Sheath	

POWER POINTS

ABILITIES	26	**SKILLS**	20
POWERS	46	**DEFENSES**	19
ADVANTAGES	5	**TOTAL**	116

COMPLICATIONS

Relationships: Johnny is the brother of Susan Richards, and brother-in-law to Reed Richards. He is good friends (and rivals) with Ben Grimm, and has wide contacts in the super-hero clique. He is also a world famous skirt-chaser, with many girlfriends – super-heroines, Skrulls, you name it.

Temper: The torch is a famous hot-head

World Famous: As part of the Fantastic Four, Johnny is one of the most well-known heroes in the world.

NOVA FLAME

Johnny can channel all his power into a single blast he calls his 'Nova Flame' - this is a last ditch power, that causes Burst Area Fire Damage 22. The Nova Flame is included as a stunt because Johnny is reluctant to use this power as it tends to burn his powers out.

INVISIBLE WOMAN

The Cosmic Rays gave Susan Storm the ability to turn invisible, and create powerful force fields. Taking the name the **Invisible Girl** (updating to the more PC **Invisible 'Woman'**), she has become one of the more capable superheroines in the Marvel Universe. As a member of the FF, Sue has faced universe-level threats. Along the way, she married Reed Richards, had two children, and led the team in Reed's absence and developed leadership skills over her own. More importantly, Sue is the glue that holds the FF together. If Reed is the brain, Johnny the adventuresome spirit, and Ben the heroic soul of the Fantastic Four, Sue is its heart. Without her, the team does not exist. **(Str4)**

PERSONALITY

Over the years, Sue has grown from an idealistic girl into the epitome of heroic womanhood. Calm, wise, and practical, she is a cable fighter and leader. She is also compassionate, motherly, and very protective of her family (especially her children), and she has a ruthless side that manifests itself when friends or family are injured.

INVISIBLE WOMAN PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	1	2	2	3	2	2	1

POWERS

Force Field: Array *(30 points)*
- **Force Bolt:** Ranged Damage 15 • *30 points*
- **Force Field:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support) Protection 15, Impervious • *3 points*
- **Lifting:** Move Object 15, Dynamic • *2 points*

***Invisibility**: Visual Concealment 4, Affects Others, Precise • 9 points*

ADVANTAGES

Attractive, Leadership, Teamwork

SKILLS

Close Combat: Unarmed 2 (+5), Expertise: Acting 3 (+5), Insight 4 (+6), Perception 4 (+5), Persuasion 5 (+6), Ranged Combat: Force Bolt 7 (+10), Stealth 4 (+6), Technology 2 (+4), Treatment 2 (+4), Vehicles 6 (+8)

OFFENSE

INITIATIVE +2

Force Bolt +10	Ranged, Damage 15
Unarmed +5	Close Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	2
PARRY	8	**TOUGHNESS**	15/1*
WILL	11	*Without Force Field	

POWER POINTS

ABILITIES	24	**SKILLS**	20
POWERS	44	**DEFENSES**	20
ADVANTAGES	3	**TOTAL**	111

COMPLICATIONS

Fame: As part of the Fantastic Four, Sue is one of the most well-known heroes in the world.

Relationships: Sue's priorities are her family, which happens to also be the Fantastic Four. She is married to Reed Richards and is the sister of the Human Torch, as well as life-long friends with Ben Grimm, the Thing. She also has a romantic past with Namor the Sub-Mariner, who would be happy to rekindle things. She is also an iconic figure for the female superhero community. Super-Hero Mom: Besides being a wife and superhero, Sue is also a mother, who lives with the constant worry that her high-profile life might endanger her son Franklin – as well as dealing with her son's developing powers which have demonstrated cosmic-level potential.

Toughest of the FF?: There's a reason why many people consider the Invisible Woman the most powerful member of the FF. Her force fields are impenetrable even by most superpowers. Sue has developed her abilities far beyond simple defenses, able to strike with force fields (or if she chose, expand a field inside someone's brain), and her battle capability makes her a dangerous opponent

MR. FANTASTIC PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	2	3	6	3	11	2	4

POWERS

Elastic Body: Elongation 8, Enhanced Dodge/Parry 8, Impervious Protection 8 • *24 points*
Shapechange: *Array (14 points) - 19 points*
• **Bouncing Ball:** Strength-based damage 4, Limited: must move at least one area, Leaping 7 • *2 points*
• **Disguise:** Morph 2 (limited to general size and facial features) • *1 point*
• **Geometric Shape:** Morph 3 (geometric shapes) •*14 points*
• **Kite:** Flight 3, Gliding • *1 point*
• **Liquidity:** Insubstantial 1, Precise, Movement 1 (Slithering) • *1 point*

ADVANTAGES

Benefit 2 (Wealth), Connected, Grabbing Finesse, Inventor, Leadership, Skill Mastery 2 (most science-related areas), Ultimate Skill (Science)

SKILLS

Athletics 4 (+3), Close Combat: Unarmed 4 (+7), Expertise: (all scientific areas) 14 (+25), Insight 8 (+10), Investigation 4 (+15), Perception 8 (+13), Persuasion 8 (+10), Technology 14 (+25), Treatment 3 (+14), Vehicles 5 (+12)

OFFENSE

INITIATIVE +3

Bouncing Ball +7	Close, Damage 4
Unarmed +7	Close, Damage 0 (+14 grab check)

DEFENSE

DODGE	11	**FORTITUDE**	3
PARRY	11	**TOUGHNESS**	2/10*
WILL	8	*With Elastic Body powers	

POWER POINTS

ABILITIES	62	**SKILLS**	35
POWERS	43	**DEFENSES**	7
ADVANTAGES	9	**TOTAL**	156

COMPLICATIONS

Nemesis: Doctor Doom
Relationships: Reed is the leader of the Fantastic Four, husband of the Invisible Woman and they have two children, Franklin and Valeria. Reed has global (even interstellar) contacts with the scientific and metahuman communities, and even cosmic beings like the Watcher, Silver Surfer or Galactus.
World Famous: As part of the Fantastic Four, Reed is one of the most well-known heroes in the world.
X Level Genius: Reed has created devices to repel PLX beings. At the GM's discretion, Reed's Power Level can rise to X1 for device creation in matters of cosmic crisis.

MR. FANTASTIC

As a student at State University, Reed Richards met two people who would change the course of his life. E shared a room with Victor Von Doom, an equally brilliant but far more arrogant student; driven by jealousy, Doom would become Reed's greatest nemesis. Reed also met Ben Grimm, a football star and pilot who, in jest, said he'd one day fly the starship that Reed would surely build.
A few years later, Ben did indeed pilot Reed's starship on the fateful trip that exposed them all to cosmic rays, granting them all superhuman powers. In Reed's case, he could elongate and mold his newly malleable body at will. He convinced the other three to use their new powers for the good of mankind, and thus was born the Fantastic Four.
As **Mister Fantastic**, Reed has led the FF for most of its days. His primary drive is to explore the wonders of the universe, even if those explorations lead him into danger. Reed is one of the greatest inventors I human history, always intending his inventions to be of use to mankind. Aside from this drive, Reed's primary focus is his wife, Susan, his children Franklin (who has exhibited frightening reality altering powers) and Valeria, and the rest of the Fantastic Four. **(Str4)**

PERSONALITY

Reed is highly intellectual, investigative, easily distracted by scientific puzzles, and troubled by problems he cannot solve. Nevertheless, his motives are always humanitarian and he loves his family dearly.

THING PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
15	15	1	2	8	1	1	3

POWERS

Rocky Hide: Impervious Toughness 10 • *10 points*
Shockwave: Burst Area Damage 12, Limited: Both the Thing and his targets must be in contact with the ground • *12 points*
• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the Thing and his targets must be in contact with the ground • *1 point*
Super-Strength: Enhanced Strength 4 Limited to Lifting (Lifting Str19; 12,000 tons) • *4 points*

ADVANTAGES

All-Out Attack, Improved Hold, Improved Initiative, Power Attack, Teamwork

SKILLS

Close Combat: Unarmed 3 (+12), Expertise: Pilot 8 (+9), Intimidation 6 (+9), Perception 4 (+6), Ranged Combat: Throwing 9 (+11), Vehicles 12 (+14)

OFFENSE

INITIATIVE +3

Throw + 11	Ranged, Damage 15
Unarmed +11	Close Damage 15

DEFENSE

DODGE	9	**FORTITUDE**	15
PARRY	9	**TOUGHNESS**	15
WILL	8		

POWER POINTS

ABILITIES	92	**SKILLS**	21
POWERS	30	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	162

COMPLICATIONS

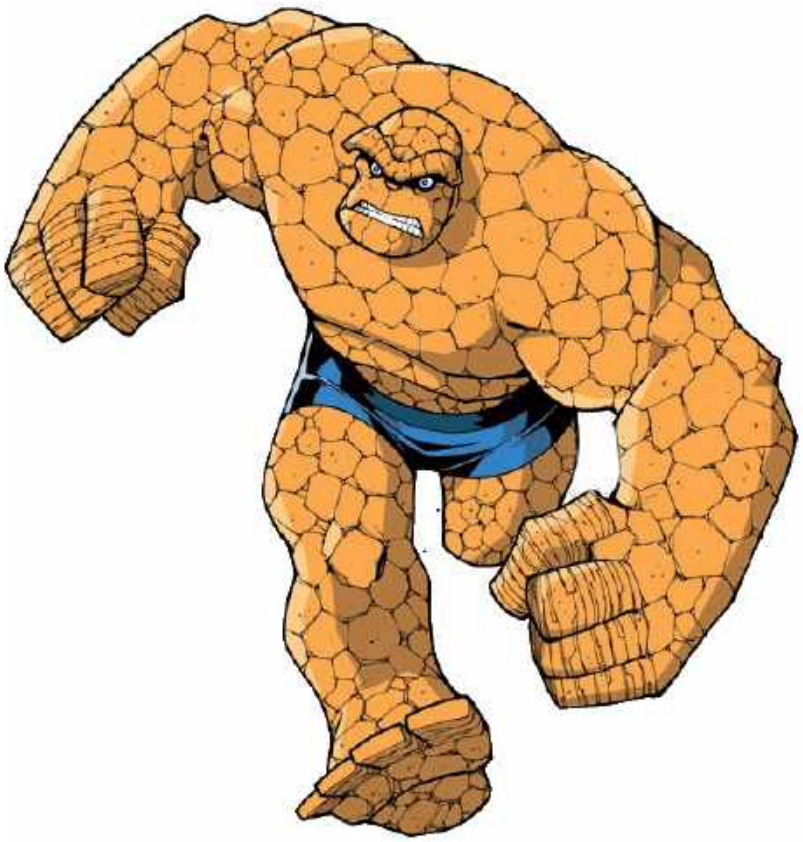
Monstrous Appearance: Acceptance. Ben has always felt ostracised because he is a massive, orange, rock-skinned behemoth.
Power Loss: The Thing's Human form is that of Benjamin Grimm
Relationships: The Thing's primary relationships are with the members of the Fantastic Four. He has also been romantically involved with the blind sculptress, Alicia Masters. He has a strong friendship with the She-Hulk.
Temper: The Thing's hair-trigger temper is well known.
World Famous: As part of the Fantastic Four, Ben is one of the most well-known heroes in the world.

THING

Out of all the Fantastic Four, the cosmic rays that gave them their powers truly robbed only Ben Grimm of his humanity. Transformed into a rocky-skinned, super-strong monster, Ben initially greeted his fate with anger and bitterness. Morosely taking the name the **Thing**, Ben nevertheless joined the other three in founding the Fantastic Four.
Ben's acceptance of his life as the Thing has only come after years of soul-searching, and even now he rails against his fate. His companions in the FF have tried to help him deal with his transformation, especially Reed, who feels guilty for Ben's perceived loss of humanity. The kindness and care of blind sculptress Alicia Masters has also helped Ben cope with his condition.
Though his great strength is his most visible weapon, the Thing often wins battles through the use of another attribute – intelligence. Ben is the veteran of years of battles and does not depend solely on brute force but also on skill and precision. He understands his role, however, as the team's strongman, and is always found at the forefront of their battles, often buying time for his teammates to make their moves. **(Str75)**

PERSONALITY

Temperamental, gruff and cynical, always ready for a fight, Ben is nevertheless a real softie underneath, and is very protective of his friends.



THING (SPIKY) PL15 170 POINTS

Abilities: Str 18 **Sta** 18 **Agi** 1 **Dex** 2 **Fgt** 8 **Int** 1 **Awe** 1 **Pre** 3

Powers: Rocky Hide: Impervious Toughness 10, **Shockwave:** Burst Area Damage 12, Limited: Both the Thing and his targets must be in contact with the ground, **AE: Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Instant Recovery, Limited Degree, Limited: Both the Thing and his targets must be in contact with the ground), **Super-Strength:** Enhanced Strength 4 Limited to Lifting (Lifting Str22; 100,000 tons)

At one point the Thing mutated into a spikier, more powerful version. He has also taken a lumpier, lava-like form, with varying degrees of strength, usually 14 ranks or below. There have also been brief periods where Ben could transform back and forth into human, as well as other times where he lost his super-hero form altogether. **(Str98)**

FRANKLIN RICHARDS

FRANKLIN RICHARDS PLX3/PL20 334 POINTS

Abilities:Str -2 **Sta** -1 **Agi** 0 **Dex** 0 **Fgt** 0 **Int** 0 **Awe** 1 **Pre** 12

Powers: Reality Manipulation: Energy Control 40 (Variable Power, Any Powers with the Cosmic Descriptor)

Advantages: Beginner's Luck, Connected, Extraordinary Effort

Skills: Insight 4 (+5), Perception 4 (+5), Persuasion 5 (+17), Stealth 4 (+6)

Offense: Reality Warping, Ranged 40 (Varies)

Defense: Dodge 4, Parry 4, Fortitude 2, Will 13, Tough -1

Totals: Abilities 20 + Powers 280 + Advantages 3 + Skills 8 + Defenses 23 = 334

Complications: Fame: As part of the Fantastic Four, Franklin is one of the most famous kids in the world **Relationships:** Franklin is the first son of the Fantastic Four and his primary relationships are with his parents, Reed and Sue Richards, his uncle, Johnny Storm, the Human Torch, his sister Valeria, as well as his honorary uncle Ben Grimm, the Thing. Franklin has also been part of a number of kid metahuman groups, and as an adult, can consider the World Devouring Galactus a close contact.

Most Powerful Mutant on Earth: As an adult, Franklin has power enough to engage multiple Celestials, but it took many years for him to master his abilities. As a child, Franklin's Reality Manipulation may only be used at full rank at the GM's direct discretion, although he may channel his abilities into power stunts that mimic Astral Projection, Precognition, and Telekinesis – usually 2-4 ranks (or 10-12 as Psi-Lord). Adult Franklin has: **Str** 1, **Sta** 2, **Agi** 5, **Dex** 5, **Fgt** 3, **Int** 6, **Awe** 4, **Pre** 30, the Leadership, and Power Attack Advantages, and Expertise: Dimensional Travel 6 (+12), and Expertise: Physical Sciences 6 (+12) **(PLX3)**

Franklin Richards is the oldest child of Reed and Sue Richards. As a boy, he already possesses tremendous reality-altering powers, and future incarnations demonstrate powers comparable to Celestials. **(Str3/6)**

OTHER MEMBERS

Crystal: Crystal is a member of the Royal Family of the Inhumans with Elemental control powers, and was part of the group during her romance with Johnny Storm.

Luke Cage: Luke Cage, Hero for Hire, was brought on briefly as the team's muscle during an extended absence of the Thing.

Medusa: Medusa is another Inhuman, the older sister of Crystal, who was initially recruited as a supervillainess by the Frightful Four during a bout of amnesia. Once her memories were restored she became an ally, although she left the group when she married Black Bolt, becoming Queen of the Inhumans.

She-Hulk: On another occasion when the Thing was on hiatus from the group, the She-Hulk filled in as the FF's muscle. She bonded during their tenure, and remains a close associate, even after the Thing returned and the She-Hulk rejoined the Avengers.

Spider-Man: Spider-Man has been a lifelong ally of the FF, and at various times, including recently, has signed on as a full member of the group.

Valeria Richards: Valeria Richards is the younger sister of Franklin Richards who, despite glimpses at her future self, remains something of a mystery. She has Reed's brains, but the full extent of her abilities is unknown.

FIN FANG FOOM

Fin Fang Foom was a member of a mysterious race known as the Kakaranatharan, who hailed from the distant Maklu solar system. He was part of an invasion force that came to Earth many centuries ago. While other members of his race assumed human form and dwelled undetected among humanity, Fin Fang Foom remained in his natural, dragon-like shape and entered a state of hibernation in china's Valley of Spirits

He remained there undisturbed for cent rues, until a young man named Chan Luichow awakened him during the Chinese Revolution. Afterward, Chan used magical herbs to return the alien Dragon to his hibernation, but the Mandarin awakened Fin Fang Foom decades later for use against the Chinese government.

Fin Fang Foom alternated between being a friend and an enemy of Earth – beating back an invasion of aliens from Stonus V, but later allying himself with cultists bent on world destruction – until his true nature was revealed during his alliance with the Mandarin. After helping the super-villain conquer one-third of China, Fin Fang Foom contacted his fellow Kakaranathanans and their true plan was revealed. It was only through the temporary union of the normally dedicated enemies, Iron Man and the Mandarin, that Fin Fang Foom and his race of invading dragons met their defeat. **(Str98)**

PERSONALITY

Fin Fang Foom solves his problems directly and violently. This translates t a swath of destruction for which he feels no responsibility. He will be happy when awakened and probably seek to kill his alarm clock, unless he or she talks very fast. Be warned: Fin Fang Foom is an alien – his thoughts and wants are unlike things a human being would easily understand..

POWERS AND ABILITIES

Fin Fang Foom is a Chinese Dragon, one of the most powerful creatures on Earth, marginally magical and impressive like nothing else terrestrial. He is over a hundred and fifty feet tall, with huge fangs and claws, and an elongated, prehensile tail. His bat-like wings provide him natural flight, and his dragon-like hide gives him near-invulnerability to most physical attacks. Fin Fang Foom also has an 'Acid-Breath', which manifests as a dragon-like flame. He has also demonstrated telepathic powers, which he uses to communicate with mortals – providing him a rudimentary sort of 'lie-detection' ability, as well as a hypnotic 'dragon's charm'.

Fin Fang Foom has been known to be vulnerable to certain poisonous herbs and poisons. To know of such a poison, a character must have Expertise in the Occult or Mysticism. Such poisons induce sleep or paralysis rather than death.

Fin Fang Foom has demonstrated the ability to possess other beings although this is more of plot-device ability, related to his Telepathy, and not included in his standard abilities. GM's are free to interpret this as they choose.

REAL NAME: UNPRONOUNCEABLE TO HUMANS
OCCUPATION: CONQUEROR, STARSHIP NAVIGATOR
BASE: CHINA **AFFILIATION:** KAKARANATHANANS
HEIGHT: 150' (VARIES) **WEIGHT:** (VARIES)
EYES: RED **HAIR:** NONE

FIN FANG FOOM PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	18	5	5	8	2	2	13

POWERS

Flight: Flight 6 (90 MPH) (Flaws: Winged), Movement 2 (Space Travel 2) • *12 points*
Growth: Growth 18, Strike 6 • *42 points*
Flaming Acid Breath: Ranged Damage 10 • *20 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 18 • *28 points*
Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*
Tail: Strength-based Damage, Improved Grab, Improved Trip, Reach 4 • *7 points*
Telepathy: Mind Reading 12, Mind Control 12 • *72 points*

ADVANTAGES

All-Out Attack, Benefit (Ambidexterity), Diehard, Great Endurance, Fearless, Improved Grab, Power Attack, Ranged Attack 4 (Acid Cloud Breath)

SKILLS

Close Combat: Unarmed 2 (+10), Expertise: Interstellar Navigation 8 (+10), Intimidation 2 (+15), Perception 2 (+14

OFFENSE

INITIATIVE +5

Acid Cloud Breath +9	Ranged Damage 10
Unarmed +10	Close Damage 18

DEFENSE

DODGE	0	**FORTITUDE**	18
PARRY	1	**TOUGHNESS**	18
WILL	12		

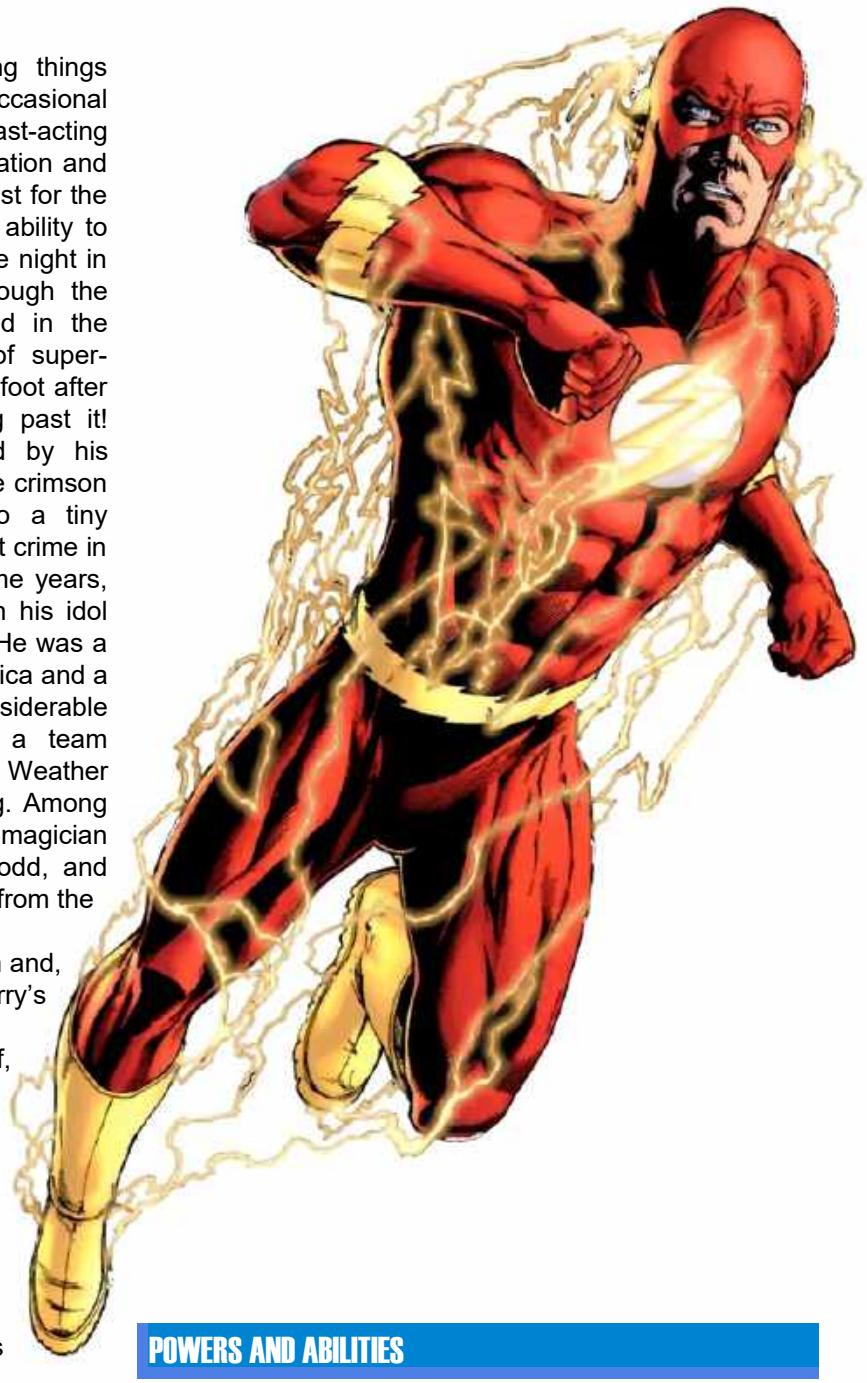
POWER POINTS

ABILITIES	70	**SKILLS**	7
POWERS	181	**DEFENSES**	18
ADVANTAGES	11	**TOTAL**	287

COMPLICATIONS

Enemies: Iron Man, Thor
Vulnerability: Fin Fang Foom is susceptible to inhaling certain rare poisonous herbs (These cannot kill him – probably nothing can – but will put him back to sleep

THE FLASH



Barry Allen developed a reputation for taking things slowly early in life, to the bemusement and occasional frustration of friends, family, and his fiancée, fast-acting journalist Iris West. Barry's proclivity for deliberation and detail did make him an excellent forensic scientist for the Central City Police Department, known for his ability to crack difficult cases. Barry was working late one night in his lab when a bolt of lightning crashed through the window, striking a shelf of chemicals. Bathed in the electrified chemicals, he gained the power of super-speed, which he discovered when he raced on foot after a departing cab, only to find himself rushing past it! Adopting the identity of the **Flash**, inspired by his childhood hero Jay Garrick, he created a unique crimson costume able to compress down to fit into a tiny compartment in a ring he wore. The Flash fought crime in the twin cities of Central and Keystone for some years, eventually marrying Iris West and working with his idol and inspiration, Jay Garrick, the original Flash. He was a founding member of the Justice League of America and a mainstay of the team. He also garnered a considerable assortment of foes, including the Rogues, a team composed of Captain Cold, the Trickster, Weather Wizard, Mirror Master, and Captain Boomerang. Among the Flash's greatest enemies were the future magician Abra Kadabra, the super-intelligent Gorilla Grodd, and Professor Zoom, the so-called "Re-verse Flash" from the 25th century.

Professor Zoom apparently murdered Iris Allen and, some time later, attempted to do the same to Barry's new fiancée Fiona Webb.

Desperate to prevent history from repeating itself, the Flash broke Professor Zoom's neck, killing him.

Barry later learned Iris was born in the 30th century, sent to live in the past by her parents, and restored from death in that same future.

The Flash had his own experience with death when he sacrificed himself to save the multiverse from the Anti- Monitor, merging with the Speed Force like many speedsters before him.

By the time Barry Allen eventually returned, his protégé, Wally West, had taken up the mantle of the Flash, and his grandson and namesake Bartholomew "Bart" Allen (who had been born in the 30th century) was the new Kid Flash. **(Str6)**

PERSONALITY

Barry has a reputation as a "straight-laced" law and order type. He's intelligent, careful, and thoughtful, and living life in the (literal) "fast lane" gives him an appreciation for the little things.

POWERS AND ABILITIES

moving at near lightspeed. He has learned to harness his super-speed for a number of effects, including whipping up powerful air currents and vibrating his body's molecules to pass through solid objects.

REAL NAME: BARTHOLOMEW 'BARRY' ALLEN
OCCUPATION: POLICE SCIENTIST
BASE: CENTRAL CITY
AFFILIATION: JUSTICE LEAGUE
HEIGHT: 5' 11"
WEIGHT: 179 LBS.
EYES: BLUE
HAIR: BLOND

THE FLASH PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	3	4	3	4	4	3	2

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*
Super-Speed: Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 26, Speed 26 (125,000,000 MPH) • *109 points*
Super-Speed Stunts: Array (*20 points*)
• **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
• **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
• **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • 1 *point*
• **Vibration:** Insubstantial 4 • *1 point*
• **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

EQUIPMENT

Cosmic Treadmill: Time Travel 3 • *6 points*
Costume Ring: Feature 1 (stores compressed costume) • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5,* Equipment 2, *Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move by Action, Seize Initiative, Takedown,* Teamwork, Ultimate Effort (Super-Speed checks), Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 6 (+7), Deception 4 (+6), Close 3 (+5), Vehicles 3 (+5) Combat: Unarmed 2 (+10), Expertise: Forensics 8 (+12), Expertise: Law Enforcement 4 (+8), Insight 8 (+11), Investigation 8 (+12), Perception 4 (+7), Technology 8 (+12)

OFFENSE

INITIATIVE +44

Unarmed +10	Close Damage 1
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

DODGE	16	**FORTITUDE**	9
PARRY	16	**TOUGHNESS**	3/2*
WILL	10	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	48	**SKILLS**	26
POWERS	116	**DEFENSES**	13
ADVANTAGES	6	**TOTAL**	227

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.
Relationships: His wife, Iris, grandson Bart "Kid Flash" Allen, Wally West, and the greater "Flash Family."
Secret Identity: Barry Allen, Central City Police scientist.
Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.

THE SPEED FORCE

The Flashes (including Barry) and a number of other speedsters are empowered by an extradimensional energy known as "the Speed Force." Not everyone with superhuman speed draws from the Speed Force (Superman, for example, does not), but those empowered by it are the fastest around.
Wally West was the first modern Flash to learn about the Speed Force, although previous speedsters (like Max Mercury) knew about it, and Barry learned of it upon his death, when he passed out of the universe and into the Speed Force.
In fact, Max Mercury later revealed that Barry Allen created the Speed Force when he first became the Flash, generating "an electrical energy that exists in every dimension, every universe, and every era." Because of the Speed Force's trans-temporal and extra dimensional nature, it has been able to empower speedsters active generations before Barry Allen was even born, and it has been shown to empower speedsters (including future Flashes) for millennia to come.
Exceeding the speed of light causes a speedster to "brush up" against the extra dimensional interface between the Speed Force and physical reality, and many simply disappear into the other dimensional realm as a result.
In DC Adventures game terms, the Speed Force is a key descriptor for super-speed related powers, and provides a great way of coming up with power stunts and Alternate Effects for them. One of the Flash's stunts is a "lightspeed punch," a slam attack (see **Slam** in the **Action & Adventure** chapter) for Damage 14 (the max allowed by his power level) with up to a +2 circumstance bonus to damage for moving at full speed.

WALLY WEST

Iris West's nephew **Wallace "Wally" West** was president of the Blue Valley chapter of the Official Flash Fan Club. He was less than thrilled by his Aunt Iris' fiancé Barry Allen, until he found out that Barry, through his work with the police department, actually knew the Flash! Wally jumped at the opportunity to meet his idol, and the Flash demonstrated to him how he acquired his super-speed. Then lighting literally struck twice, spilling the same mixture of chemicals onto Wally West and granting *him* super-speed!

Wally adopted a costume similar to his mentor and became Kid Flash, the Fastest Boy Alive. He eventually became a founding member of the Teen Titans. He left the team for a time to attend college, returned under the influence of Raven's empathic powers, and then departed again.

Wally had largely given up his super hero career when Barry perished saving the multiverse from the Anti-Monitor. To carry on his uncle's legacy, Wally adopted the name and costume of the Flash. He eventually moved to Keystone City, across the river from Barry's old Central City stomping grounds. There, he met reporter Linda Park and the two of them developed a romantic relationship, eventually marrying and having twins, Jai and Iris.

Although humble about succeeding Barry as the Flash, Wally learned more about the origins of the speedsters' powers than virtually anyone: he was the first to break the lightspeed barrier and pass into the Speed Force and return, anchored by his love for Linda. **(Str8)**

WALLY WEST — PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	3	3	4	1	2	3

POWERS

Frictionless Aura: Immunity 1 (Friction Heat) • *1 point*
Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*
Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*
Speed Force Costume: Feature 1 • *1 point*
Super-Speed: Enhanced Defense 24 (Dodge 12, Parry 12), Enhanced Advantage (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 28, Speed 28 (500,000,000 MPH) • *115 points*
Super-Speed Stunts: Array (20 points)
• **Air Control:** Cone Area Move Object 10, Close Range • *20 points*
• **Air Cushion:** Burst Area Safe Fall, Affects Others • *1 point*
• **Transfer Speed:** Affects Others on Speed 20 • *1 point*
• **Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration • *1 point*
• **Vibration:** Insubstantial 4 (Intangible), Side-Effect: Object suffers Damage 10 and explodes) • *1 point*
• **Whirlwind:** Burst Area Move Object 10, Close Range • *1 point*

ADVANTAGES

Agile Feint, Close Attack 4, Contacts, *Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Taunt, Teamwork, Ultimate Effort (Super-Speed), Well-informed

SKILLS

Acrobatics 4 (+7), Athletics 6 (+8), Deception 4 (+7), Close Combat: Unarmed 2 (+6), Insight 6 (+8), Perception 4 (+6)

OFFENSE

INITIATIVE +43

Unarmed +10	Close Damage 2
Whirlwind	Burst Area, Grapple, Dodge DC 20

DEFENSE

DODGE	16	**FORTITUDE**	10
PARRY	16	**TOUGHNESS**	8/3*
WILL	9	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	42	**SKILLS**	13
POWERS	145	**DEFENSES**	15
ADVANTAGES	5	**TOTAL**	217

COMPLICATIONS

Enemies: The Flash has an extensive Rogues Gallery of foes out to get him.
Relationships: His wife, Linda, children, and the greater "Flash family."
Weakness: Extra effort involving Speed threatens to draw the Flash into the Speed Force.
Speed Force: Like the others who bear the Flash name, Wally tapped into the extra-dimensional Speed Force, but unlike the others, he learned more about it and was able to perform stunts the other Flashes couldn't.

PERSONALITY

Wally began his career as an impulsive and brash young man whose powers matched his personality. He grew up to become a fun-loving hero always ready with a quip, but constantly concerned he wasn't living up to Barry Allen's legacy. Over the years, he's become more confident in his abilities and his role as the Flash. Wally is a capable, friendly man who's always willing to help.

POWERS AND ABILITIES

Like the others who bear the Flash name, Wally tapped into the extra-dimensional Speed Force, but unlike the others, he learned more about it and was able to perform stunts the other Flashes couldn't.

JAY GARRICK

As a college student in chemistry at Midwestern University in Keystone City, **Jay Garrick** was accidentally exposed to the vapors of an experimental form of hard water. Inhaling those vapors granted him the power of super-speed. Donning a red shirt with a lightning bolt crest and his distinctive winged helmet,
Jay began using his powers to fight crime as the Flash. He became a founding member of the Justice Society of America and married his college sweetheart, Joan Williams. Now one of the "elder statesmen" of the super hero set, Jay considers it his responsibility to guide and mentor younger heroes, to help make them better at what they do.
Jay is known for his good nature, folksy charm, and knack for fatherly advice, making him a great mentor and role-model for younger heroes. He has an iron core of strength when it comes to doing the right thing and protecting the people he cares about.
Like the other Flashes, Jay is connected to the Speed Force, giving him tremendous powers of super-speed. Although he's slowed ever so slightly over the years, his biggest limitation is his physical endurance and ability to withstand superhuman speeds. **(Str6)**

JAY GARRICK PL12 206 POINTS

Abilities: **Str** 1 Sta 2 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 4 **Awe** 3 Pre 2

Frictionless Aura: Immunity 1 (Friction Heat); **Run On Water:** Movement 1 (Water Walking), Limited to While Moving; **Up Walls:** Movement 2 (Wall-crawling 2), Limited to While Moving; **Speed:** Enhanced Defenses 12 (Dodge and Parry), Enhanced Advantages (Agile Feint, Close Attack 4, Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown), Quickness 20, Speed 20 (2,000,000 MPH);**Speed Stunts:** Array, **AE: Air Control:** Cone Area Move Object 10, Close Range; **AE: Air Cushion:** Burst Area Safe Fall, Affects Others **AE: Vacuum:** Burst Area Cumulative Affliction 5 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Concentration **AE: Vibration:** Insubstantial 4 **AE: Whirlwind:** Burst Area Move Object 10, Close Range; **Vibrational Guise:** Feature 1 (disguises facial features)

Advantages: *Agile Feint, Close Attack 4,* Contacts, *Defensive Roll 5, Evasion 2, Improved Initiative 10, Interpose, Instant Up, Move-by Action, Seize Initiative, Takedown,* Teamwork

Skills: Acrobatics 4 (+7), Athletics 6 (+7), Close Combat: Unarmed 2 (+7), Expertise: Chemistry 8 (+12), Insight 8 (+11), Investigation 4

Offense: Initiative +43, Whirlwind, Burst Area, Grapple Dodge DC20, Unarmed +11, Close Damage +1

Offense: Initiative +43, Whirlwind, Burst Area, Grapple Dodge DC20, Unarmed +11, Close Damage +1

Totals: Abilities 46 + Powers 120 + Advantages 2 + Skills 24 + Defenses + 14 = 206

Complications: Age: Jay is starting to show his age a bit, and pushing himself too hard can result in injury or even heart troubles. **Enemies:** The trio of the Fiddler, the Thinker, and the Shade, and his opposite number Rival. **Relationships:** Jay is devoted to his wife Joan. **Weakness:** Extra effort involving Speed threatens to draw him into the Speed Force.

GALACTUS

Galactus is the sole survivor of the previous universe. As the forces of entropy ground the cosmos to their cyclical end, collapsing all of creation into a single Cosmic Egg, the sentience of the universe, the dying incarnation of Eternity, merged with the last surviving mortal – a man named Galan, of the scientifically advanced planet Taa, who had foreseen the death of the universe and gathered a crew in a starship, vowing to die at the glorious center of all creation. But while his crewmates all died, Galan was spared – endowed by the death of Eternity with the all the power of the dying cosmos, and when the Big Bang came to pass, his ship was launched out into the newborn universe.

Three beings were born into this new Creation. First was the new Eternity, second was Mistress Death. Third was the being that had once been Galen, his ship formed into a giant incubator, drifting in space for eons, until he finally emerged, reborn, into the modern universe – an omnipotent, predatory space god that fed upon entire worlds, who would come to be known and feared throughout the cosmos as 'Galactus'.

Galactus' ship had taken orbit above the planet Acheopia, which became the victim of his first feeding, and the site where he built his solar system-sized home base, Taa II, before setting upon a twenty-billion-year mission of survival, leaving untold universal devastation in his wake. **(Str1000)**

PERSONALITY

Omnipotent, aloof, and enigmatic, Galactus does not normally interact with mortals, but has still demonstrated emotions like anger, gratitude to the Fantastic Four, or even romantic feelings for his herald, Nova.

Despite his fearsome reputation and terrifying nature, Galactus is a noble being, who bears no malice to any living thing, and is bound by his responsibility to the ultimate destiny of the universe.

POWERS AND ABILITIES

Galactus possesses vast cosmic power beyond the scale of human measurement. Nearly omnipotent, he may duplicate any superhuman power or effect, and can bestow a portion of his power upon lesser beings. His only real weakness is his Cosmic Hunger, which demands that he periodically consume whole planets in order to sustain himself, or else his powers wane. These planets must be capable of supporting life, possessing 'life-energy' although the actual presence of life is not necessary. In emergencies, Galactus has also been known to consume other sources of energy, such as suns, or even other cosmic beings, although without the life-energy of planets, his energy burn will occur at a much faster rate, effectively making him even hungrier.

Use of his powers at full strength tends to drain his life-energies faster, so Galactus prefers to utilize a vast array of technology instead. For all practical purposes, Galactus' gadgets may also perform any feat, or duplicate any power he desires.

NOTE: To mortals, Galactus usually appears as a giant with **Growth 20**, although this is just an X-level manifestation with no effect on his abilities.

X-Level: The stat-box is for Galactus as a playable **PL25** entity. If presented as an X-level character, he ranks as a **PLX3** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank **(20x3=60)** on all rolls.

REAL NAME: GALACTUS (FORMERLY 'GALAN')
OCCUPATION: DEVOURER OF WORLDS
BASE: TAA II **AFFILIATION:** NONE
HEIGHT: 28' 9" (VARIES) **WEIGHT:** 18.2 TONS (VARIES)
EYES: SQUARE WHITE PUPILS **HAIR:** BLACK

GALACTUS — PLX3/PL25

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
30	30	7	7	10	24	24	24

POWERS

Cosmic Space God: Immunity 30 (Fortitude), Impervious Toughness 32 • *62 points*
Devourer of Worlds: Array (280 points)
• **Cosmic Hunger:** Weaken 40 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • *280 points*
• **Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers) • *1 point*
I Am Power Beyond Power!: Array (280 points)
• **Power Cosmic:** Energy Control 40 (Variable–Cosmic Descriptor) • *280 points*
• **Force Field:** Impervious Toughness 32 • *1 point*
• **Kinetic Bolts:** Ranged Damage 25 • *1 point*
• **Molecular Conversion:** Transform 40 • *1 point*
Knowledge Beyond Thought!: Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Herald) • *290 points*
Space Flight: Flight 20 (Space Travel 10), Teleport 30 • *100 points*

EQUIPMENT

Body Armor: Impervious Toughness 32 • *32 points*
ULTIMATE NULLIFIER • *X4 POINTS*
Disintegration X4 (Limited: Requires a Will Check versus the target's Will or the wielder is destroyed with the target. At 4 degrees of failure, the Nullifier emits a null field that will expand and destroy the universe. A successful roll also grants the wielder **Variable Power X4** for one round, limited to recreating or 'rebooting' whatever the Nullifier destroyed.

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 (Status: World Devourer, Cosmic Trinity), Connected, Contacts, Eidetic Memory, Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Expertise 16 (+40) (All fields) Intimidation 16 (+40), Perception 16 (+40), Technology 16 (+40)

OFFENSE

INITIATIVE +7

Power Cosmic +10	Ranged Damage 25-40
Power Cosmic +10	Close Weaken 40
Unarmed +12	Close Damage 30

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	30
WILL	24		

POWER POINTS

ABILITIES	312	**SKILLS**	33
POWERS	1016	**DEFENSES**	6
ADVANTAGES	34	**TOTAL**	1401

COMPLICATIONS

Contacts: Galactus' primary contacts are his Heralds, notably the Silver Surfer. He has allied with (and been opposed by) the Fantastic Four and Avengers. He has high-level cosmic contacts, including the Living Tribunal.
Force Of Nature: Galactus is a primal universal force – the Living Tribunal calls him the 'balance' between Death and Eternity – the third corner in the Cosmic Trinity. While he will act to preserve cosmic consonance, guarding against threats like Abraxas or the Proemial gods (and in one alternate universe, he is a population control for Celestials), Galactus' ultimate purpose is higher (see 'Purpose of Galactus').
Hunger: Galactus must consume the bio-energies of planets with the potential to support life or his Power Cosmic will lose 5 ranks each month. If his Power Cosmic dips below 30, all other abilities also began to drop, and he starts to suffer fatigued conditions; If his abilities drop below 25, he loses his Immunity (Fortitude), and begins to suffer dying conditions; Use of his Power Cosmic over 20 ranks reduces the time between feedings before his powers start to fade by one day for each instance. If necessary, Galactus can consume other energy sources, like suns or even other cosmic beings, but this energy will burn at 4 times his normal rate.
NOTE: Galactus is most likely to be encountered attempting to devour a planet. Assume in this case that Galactus is already hungry enough to be depleted by at least 5 ranks

PURPOSE OF GALACTUS

Galactus is vital in the universe's ultimate destiny. After the previous universe failed to achieve a 'Big Crunch' (where gravity overcomes universal expansion, drawing all energy back into a singularity, restarting the cycle of creation with a new Big Bang) and nearly suffered a 'Big Rip' (where gravity fails, energy dissipates, causing the Heat Death of the universe, ending the cycle forever), Eternity created Galactus – a being who consumes energy, particularly energy that allows life to evolve – which is why he must feed on planets capable of supporting life – so that when the end comes, he can release it, igniting a new Big Bang, sacrificing himself to create a new universe – and passing the role of Devourer to his Herald. To this end, Galactus shoulders his burden with the promise to "one day give back to the universe infinitely more than I have ever taken from it."

GALACTUS TIME BUBBLE — PLX4/PL38

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
50	50	7	7	15	25	25	25

POWERS

Cosmic Space God: Immunity 30 (Fortitude Effects), Impervious Toughness 50 • *90 points*
Devourer of Worlds: Array (350 points)
• **Cosmic Hunger:** Weaken 50 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • *350 points*
• **Energy Absorption:** Energy Absorption 50 (Variable, Adds to all Abilities and Powers) • *1 point*
I Am Power Beyond Power!: Energy Control 50 (Variable–Cosmic Descriptor) • *350 points*
Flight: Flight 50 (Space Travel 10), Teleport 50 • *200 points*
Knowledge Beyond Thought!: Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness) • *450 points*

EQUIPMENT

Body Armor: Impervious Toughness 50 • *50 points*

ULTIMATE NULLIFIER • *X4 POINTS*

Disintegration X4 (Limited: Requires a Will Check versus the target's Will or the wielder is destroyed with the target. At 4 degrees of failure, the Nullifier emits a null field that will expand and destroy the universe. A successful roll also grants the wielder **Variable Power X4** for one round, limited to recreating or 'rebooting' whatever the Nullifier destroyed.

BLACK HOLE/EVENT HORIZON • *X4 POINTS*

Energy Absorption X4 (Variable, Adds to all Abilities and Powers), Move Object X4 (Limitation: Gravitational Attraction only)

ADVANTAGES

All-Out Attack, Assessment, Benefit 25 [Status (World Devourer, Cosmic Trinity), Eidetic Memory Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Range Attack 18, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 10 (+25), Expertise (All fields) 25 (+50), Intimidation 25 (+50), Perception 25 (+50), Technology 25 (+50)

OFFENSE

INITIATIVE +7

Power Cosmic +25	Ranged Damage 50
Power Cosmic +25	Close Weaken 50
Unarmed +25	Close Damage 50

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	50
WILL	25		

POWER POINTS

ABILITIES	408	**SKILLS**	55
POWERS	1441	**DEFENSES**	28
ADVANTAGES	51	**TOTAL**	1983

COMPLICATIONS

Relationships: The Time Bubble Galactus has already consumed most of his universe, eliminating most contacts. While he would recognize individuals like Reed Richards, it would take an energy source comparable to a Celestial to even gain his attention.
Responsibility: In the Time Bubble reality, Galactus' purpose of cyclical renewal has been perverted into a mechanism of destruction. His responsibility to the larger multiverse beyond would induce him to destroy himself and his terminal reality if given the opportunity.
Hunger The Time Bubble Galactus' Hunger has run rampant and out of control, causing him to devour most of the universe, snapping up beings as powerful as Celestials like moths on a bug-zapper.

DEVOURING THE UNIVERSE

It has been theorized that Galactus' ultimate purpose will come at the universe's end, by absorbing all the energy in existence, becoming a new Cosmic Egg, beginning the cycle of destruction and renewal anew. In the Time Bubble reality, however, this purpose has been perverted through the tampering of the Black Celestial, causing Galactus to become a universal (reputed to be 'omniversal') doomsday weapon, his hunger out of control, destroying all reality. This destruction threatened to spread into other realities and was prevented only by Galactus himself, utilizing the Ultimate Nullifier, sacrificing himself and his own terminal reality. **(Str5000)**
X-Level: Time Bubble Galactus is **PLX4 (20x4=80)**

GALACTUS ENGINE PLX3/PL34

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
43	43	-3	6	15	24	24	24

POWERS

Cosmic Engine: Immunity 30 (Fortitude Effects), Impervious Toughness 43 • *73 points*
Power Cosmic: Energy Control 43 (Variable Power, Any Powers with the Cosmic Descriptor • *301 points*
Flight: Flight 43 (Space Travel 10), Teleport 43 • *172 points*
Psionic Powers: Communication 43, Comprehend 43, Mind Reading 43, Senses 43 (Cosmic Awareness) • *344 points*)

ADVANTAGES

All-Out Attack, Assessment, Eidetic Memory, Power Attack, Ultimate Effort (Powers)

SKILLS

Close Combat: Unarmed 10 (+24), Expertise 16 (+40) (All fields) Intimidation 16 (+40), Ranged Combat 18 (+24)

OFFENSE

INITIATIVE +3

Power Cosmic +24	Ranged Damage 43
Unarmed +24	Close Damage 43

DEFENSE

DODGE	-16	**FORTITUDE**	Immune
PARRY	2	**TOUGHNESS**	43
WILL	24		

POWER POINTS

ABILITIES	350	**SKILLS**	30
POWERS	890	**DEFENSES**	5
ADVANTAGES	5	**TOTAL**	1280

COMPLICATIONS

Relationships: None. The Galactus Engine was created from the corpse of the Cancerverse's Galactus, and is an unthinking automation, although its computer mind can act as if possessing its listed mental stats.

GALACTUS ENGINE

The **Galactus Engine** was once Galactus' counterpart from the Cancerverse until the Lovecraftian, Cthulhu-like Elder Gods known as the Many-Angled Ones of the Outer Dark (See entry for: **Elder Gods: Shuma Gorath**), tore him apart, amplified the cosmic power within his corpse and bio-engineered him into an apocalyptic weapon – an engine of cosmic annihilation unlike anything the Multiverse had seen before.

When the Many Angled Ones attacked the mainstream Marvel Universe through the metaphysical tear between realities known as the Fault, the Galactus Engine was their battering ram, and it proved more powerful than the combined forces of the entire race of Celestials, the two Proemial Gods known as Aegis and Tenebrous, and even the mainstream Galactus himself.

The Galactus Engine was finally destroyed when Thanos reintroduced Death to the Cancerverse. **(Str3500)**

X-Level: The Galactus Engine is **PLX3 (20x3=60)**

GALACTUS X — PLX3/PL25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
30	30	7	7	10	24	24	24

POWERS

Cosmic Space God: Immunity 30 (Fortitude), Impervious Toughness 32 • *62 points*
Devourer of Worlds: Array (280 points)
• **Cosmic Hunger:** Weaken 40 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • *280 points*
• **Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers) • *1 point*
I Am Power Beyond Power!: Array (280 points)
• **Power Cosmic:** Energy Control 40 (Variable–Cosmic Descriptor) • *280 points*
• **Force Field:** Impervious Toughness 32 • *1 point*
• **Kinetic Bolts:** Ranged Damage 25 • *1 point*
• **Molecular Conversion:** Transform 40 • *1 point*
Knowledge Beyond Thought!: Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Herald) • *290 points*
Space Flight: Flight 20 (Space Travel 10), Teleport 30 • *100 points*

EQUIPMENT

Body Armor: Impervious Toughness 32 • *32 points*
Celestial Canon: Disintegration Blast: Weaken Toughness 40, Flaw: Activation [Standard action]) • *40 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 (Status: World Devourer, Cosmic Trinity), Connected, Contacts, Eidetic Memory, Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Expertise 16 (+40) (All fields) Intimidation 16 (+40), Perception 16 (+40), Technology 16 (+40)

OFFENSE

INITIATIVE +7

Power Cosmic +10	Ranged Damage 25-40
Power Cosmic +10	Close Weaken 40
Unarmed +12	Close Damage 30

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	30
WILL	24		

POWER POINTS

ABILITIES	312	**SKILLS**	33
POWERS	1016	**DEFENSES**	6
ADVANTAGES	34	**TOTAL**	1401

COMPLICATIONS

Relationships: Although he doesn't know it, this incarnation of Galactus is actually Franklin Richards, and he will aid those he knew in his past life.
Power Loss: If Franklin ever becomes aware of his true identity, he will revert to his true form.

GALACTUS X

Galactus X is from an alternate reality where Franklin Richards became Galactus after that universe's 'Devourer' events, which transformed Galactus into a star.
The Franklin-Galactus saves Earth X from destruction at the hands of the Celestials, facing off the entire Celestial Host, before devouring the Celestial embryo implanted within the planet. As it turns out, in Earth X Reality, at least a partial 'Purpose' of Galactus, is that he is a predator to Celestials, eating planets (like Earth X) implanted with Celestial Seeds like a Nile Monitor eating the eggs of crocodiles, controlling their population. As with other key elements of Earth X reality that differ at basic levels from the canonical Marvel universe, this treatment seems to have been left within the Earth X reality, and the concept has not been pursued in the mainstream Marvel Universe. **(Str1000)**
X-Level: Galactus X is **PLX3 (20x3=60)**

HAVE THEM FIGHT GOD....

In the mystical beginnings of Marvel-lore, it is rumored that Galactus was born the day Stan Lee and Jack Kirby ran out of bad guys for the Fantastic Four – they'd beaten everybody. Lee's answer to the dilemma was simple: "Have them fight God."

Galactus was a whole new template – the monolithic, all-powerful, space god – the archetype for everything from the Celestials to the Anti-Monitor. But how powerful were they? How do you define God? In the initial wake of Galactus, a blanket X-trait was assigned to all the new big cosmics – one might be tougher the other, but they were all the same general weight class – and of course, writers had their favorites.

But as continuity began to impose itself, new echelons of X-beings emerged, and the trappings of past pairings placed Galactus in uncertain position within the evolving hierarchy (See entry for: **Hierarchy of Infinity**). He had fallen victim to the 'stepping stone syndrome' - promoting ever-bigger cosmics by having the new one beat the last one. Also, writers depicted Galactus as just a powerful villain – in fact, the *worst* one – eroding his original cosmic prestige.

Writer John Byrne was assigned to restore Galactus' majesty, re-establish his nobility, and ferret out the pettiness that had wheedled its way into the character – succeeding well past the trappings of the comic universe, as his 'Purpose of Galactus' ignited cultural significance, ruffling feathers has high as the US Congress – could this universally genocidal villain truly be the highest example of the Marvel credo: 'with great power comes great responsibility'?

But not all writers saw eye-to-eye – there were also traditional Marvel rivalries at stake. By now, important cosmic benchmarks had been established among many of Galactus' cosmic rivals – most notably, the cosmic Celestials had convincingly trounced the Earthly gods. All X-levels were not the same.

So where was Galactus in this hierarchy? Byrne's revamp changed a number of things. In early X-level feuds, Galactus versus a living planet seemed close, since it was thought from his first origin story that he'd been born in a dying sun. The update revealed that he'd actually been born at the center of the previous dying universe, and was created by the Big Bang itself.

Eventually, as Galactus' showings varied widely in the editorial tug-of-war between these two treatments, a pair of measuring-stick battles were allowed to finally settle things. In back-to-back bouts, rivalries with Odin and the Celestials were both decided and perpetuated by the serendipitously built-in plot-device that Galactus' powers wax and wane with his Hunger, allowing for near-even bouts with a variety of X-level foes.

THE LAST GALACTUS STORY: CHAPTER 10

Galactus' ultimate purpose was finally about to be revealed in the 'Last Galactus Story' – a story set in the far future, as the universe is coming to its final end – just as the previous universe had. Nova is still Galactus' Herald and she discovers entire galaxies have been destroyed – a path of destruction that leads back to her home galaxy – the Milky Way. Leading Galactus back to Earth for the first time in a hundred million years, they find the human race is now extinct, with nothing remaining but ruined cities (and a Shakespeare-speaking 'info-bot'). No longer feeling bound by his oath, Galactus finally consumes the Earth, finding that it was, indeed, the most potent energy in the galaxy.

Returning to the trial of ruined star systems, Galactus discovers a gigantic, galaxy-sized matrix, where the pilfered planets and their stars have been mounted, artificially sustaining their former populations like fish in a bowl – a construct so huge it is actually causing universal entropy. While investigating, Nova is attacked and, rushing to her aid, Galactus discovers the entire plot is the work of a Watcher – not the Watcher of Earth, but the Watcher who had first witnessed him – the one who had failed to act, allowing Galactus to be born and go on to destroy billions of world, driven mad by guilt, hording planets to 'save them' from Galactus' hunger

And then…

Well, then the magazine publishing the Last Galactus Story – an anthology series that had been publishing one chapter a month, for nine months – was canceled.

The last issue – and the last chapter of The Last Galactus Story - was never published.

This would have been in the eighties. Going on thirty years ago. Talk about a cliffhanger.

However… fans DID get a nibble. John Byrne, the primary author/artist behind the Last Galactus Story and the entire 'Trial of Galactus' story-line, did finally explain how the tale would have ended.

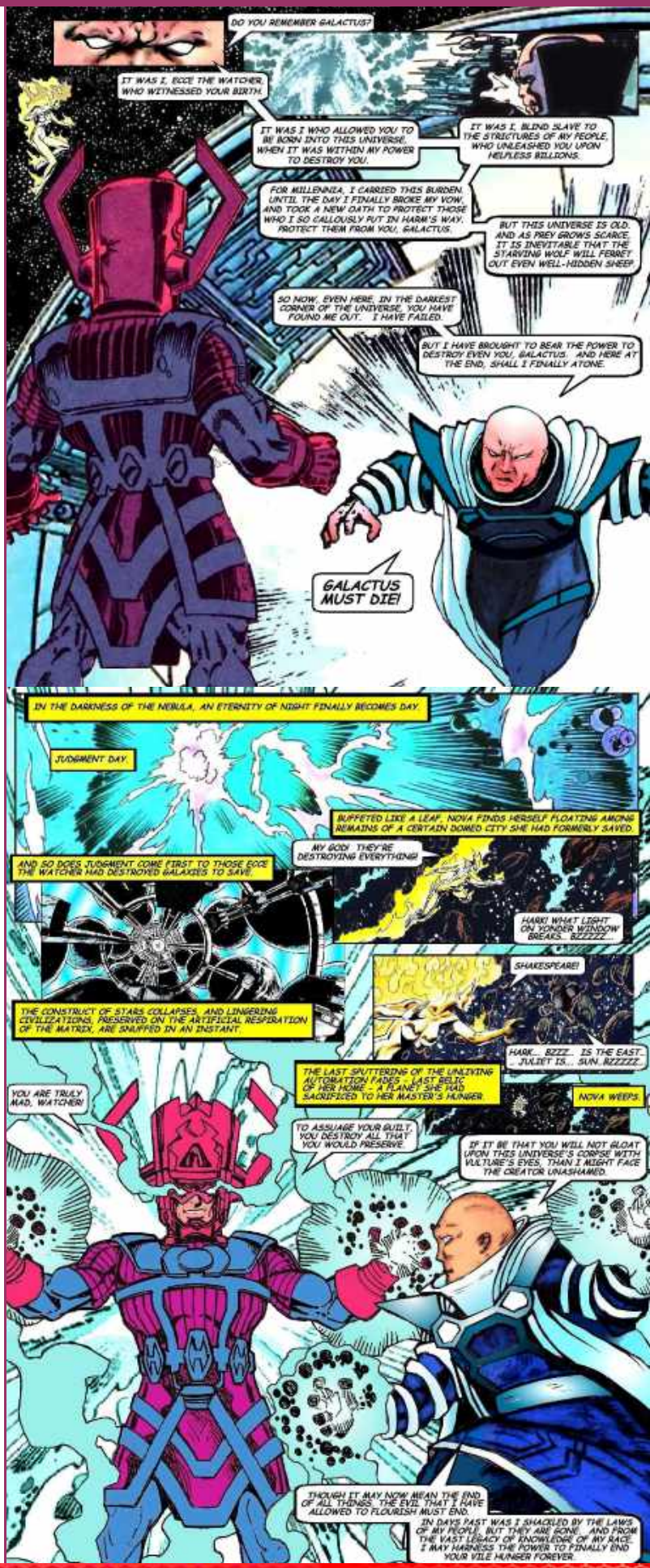
He also posted a sketch on his website of the story's climax. It was that sketch as much as anything that got me started.

The approach I took was like a producer trying to splice together a conclusion to a movie with stock footage when movie's star dies before production finishes – finishing the Last Galactus Story using spliced-together pieces of Byrne's own art. Of course, I still had to provide the narrative, based only on Byrne's brief outline, but that was the easy part.

Anyway, here it is – after thirty years – Chapter 10 of the Last Galactus Story. Somebody had to do it.

Thirty years.

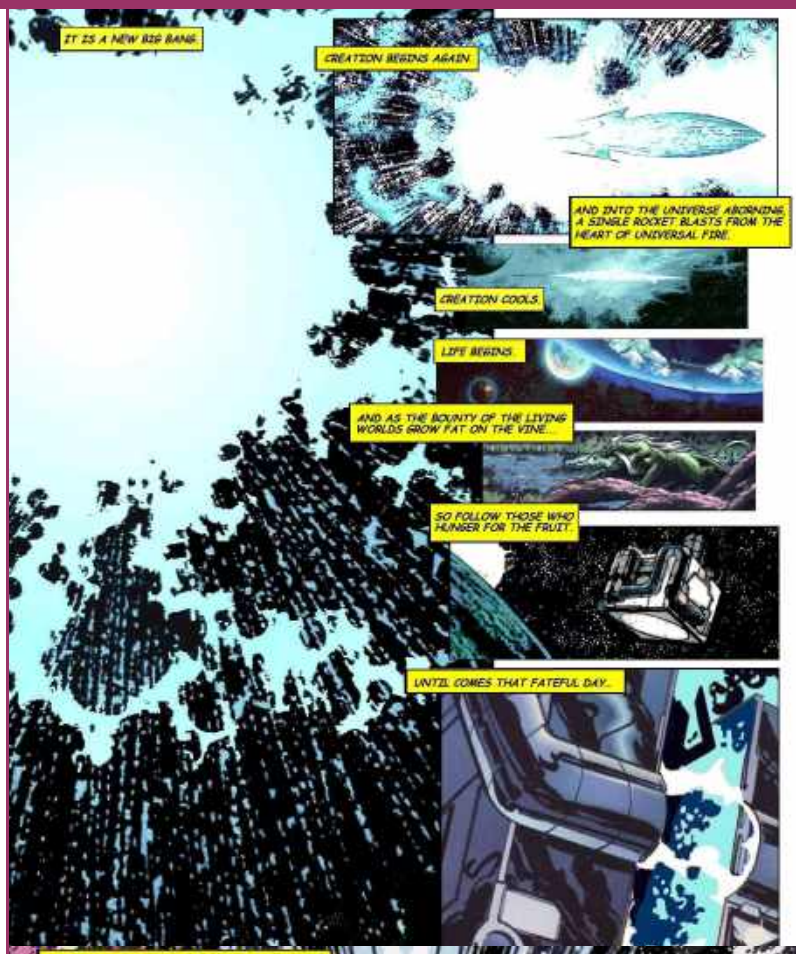
Yes, I'm THAT stubborn.


DO YOU REMEMBER GALACTUS?
IT WAS I, ECCE THE WATCHER, WHO WITNESSED YOUR BIRTH.
IT WAS I WHO ALLOWED YOU TO BE BORN INTO THIS UNIVERSE, WHEN IT WAS WITHIN MY POWER TO DESTROY YOU.
IT WAS I, BLIND SLAVE TO THE STRICTURES OF MY PEOPLE, WHO UNLEASHED YOU UPON HELPLESS BILLIONS.
FOR MILLENNIA, I CARRIED THIS BURDEN, UNTIL THE DAY I FINALLY BROKE MY VOW, AND TOOK A NEW OATH TO PROTECT THOSE WHO I SO CALLOUSLY PUT IN HARM'S WAY. PROTECT THEM FROM YOU, GALACTUS.
BUT THIS UNIVERSE IS OLD, AND AS PREY GROWS SCARCE, IT IS INEVITABLE THAT THE STARVING WOLF WILL FERRET OUT EVEN WELL-HIDDEN SHEEP.
SO NOW, EVEN HERE, IN THE DARKEST CORNER OF THE UNIVERSE, YOU HAVE FOUND ME OUT. I HAVE FAILED.
BUT I HAVE BROUGHT TO BEAR THE POWER TO DESTROY EVEN YOU, GALACTUS. AND HERE AT THE END, SHALL I FINALLY ATONE.
GALACTUS MUST DIE!
IN THE DARKNESS OF THE NEBULA, AN ETERNITY OF NIGHT FINALLY BECOMES DAY.
JUDGMENT DAY.
BUFFETED LIKE A LEAF, NOVA FINDS HERSELF FLOATING AMONG REMAINS OF A CERTAIN DOMED CITY SHE HAD FORMERLY SAVED.
AND SO DOES JUDGMENT COME FIRST TO THOSE ECCE THE WATCHER HAD DESTROYED GALAXIES TO SAVE.
MY GOD! THEY'RE DESTROYING EVERYTHING!
HARK! WHAT LIGHT ON YONDER WINDOW BREAKS... BZZZZZ
SHAKESPEARE!
THE CONSTRUCT OF STARS COLLAPSES, AND LINGERING CIVILIZATIONS, PRESERVED ON THE ARTIFICIAL RESPIRATION OF THE MATRIX, ARE SNUFFED IN AN INSTANT.
HARK... BZZZ... IS THE EAST... JULIET IS... SUN. BZZZZZZ...
THE LAST SPUTTERING OF THE UNLIVING AUTOMATION FADES... LAST RELIC OF HER HOME - A PLANET SHE HAD SACRIFICED TO HER MASTER'S HUNGER
NOVA WEEPS.
YOU ARE TRULY MAD, WATCHER!
TO ASSUAGE YOUR GUILT, YOU DESTROY ALL THAT YOU WOULD PRESERVE
IF IT BE THAT YOU WILL NOT GLOAT UPON THIS UNIVERSE'S CORPSE WITH VULTURE'S EYES, THAN I MIGHT FACE THE CREATOR UNASHAMED.
THOUGH IT MAY NOW MEAN THE END OF ALL THINGS, THE EVIL THAT I HAVE ALLOWED TO FLOURISH MUST END.
IN DAYS PAST WAS I SHACKLED BY THE LAWS OF MY PEOPLE, BUT THEY ARE GONE... AND FROM THE VAST LEGACY OF KNOWLEDGE OF MY RACE, I MAY HARNESS THE POWER TO FINALLY END YOUR VILE HUNGER FOREVER.

YOUR POWER IS TRULY GREAT, MAD WATCHER.
TRUTH TO BE TOLD, HAD NOT GALACTUS ABSORBED THE ENERGIES OF THE FERTILE EARTH, THIS CONFLICT MIGHT HAVE ALREADY DRAINED ME.
PERHAPS YET ANOTHER DEBT GALACTUS OWES THAT SINGLE TINY ORB.
BUT OUR BATTLE HAS BROUGHT NEW UNDERSTANDING AS WELL. YOU, WATCHER WHO HAS AGAIN EMBRACED HIS PEOPLE'S ORIGINAL SIN. DO YOU TRULY BELIEVE EONS OF EXISTENCE HAVE BEEN A PLEASURE TO GALACTUS?
YOU PRESUME TO KNOW THE MIND OF GOD AND PASS JUDGMENT UPON THE NATURAL ORDER. YOU DENY THE VERY CYCLE OF LIFE.
AND YOU WOULD PRESERVE THE UNIVERSE AS A MUMMIFIED CORPSE IN A TOMB.
AN EARTHMAN NAMED DARWIN ONCE PREACHED THAT THE GOAL OF LIFE WAS SURVIVAL.
AND IT IS NATURE'S LAW THAT TO SURVIVE, LIFE MUST CONSUME LIFE.
OUR UNIVERSE DESCENDS INTO ENTROPY AROUND US. YOUR ACTIONS, FALLEN WATCHER, HAVE BROKEN THE INTRICATE MATRIX THAT IS THIS UNIVERSE.
WE FACE STAGNATION ENTROPY AND EXTINCTION.
ETERNITY HIMSELF HAS FALLEN SILENT.
YOU BELIEVE THE WAY OF GALACTUS TO BE CRUEL. BUT IT IS CRUELTY THAT DEFINES COMPASSION. WITHOUT THE REAP, THERE IS NO HARVEST. BUT FOR THE PRUNE OF WINTER THERE IS NO NEW SPRING.
AND THEN COMES THE TIME TO BURN!
YOU, WHOSE RACE EXISTED ONLY TO ATONE FOR YOUR SIN OF INTERFERENCE, WOULD HERE AT THE END, MAKE YOUR DAMNATION COMPLETE.
BUT GALACTUS UNDERSTANDS HIS PURPOSE NOW. HERE AT THE ONSET OF THIS CREATION'S FINAL WINTER, FIRST COMES THE TIME TO REAP.

AND THEN IT IS OVER.
AND IN ALL OF SPACE, ONLY ONE LONE LIGHT REMAINS IN A DARK AND EMPTY UNIVERSE.
NOVA! AWAKEN!

A SINGLE CANDLE HOLDING BACK THE FINAL NIGHT.
MASTER? WHAT... HAS HAPPENED?
IT IS THE END, NOVA, MOST FAVORED OF GALACTUS. THE END OF ALL THINGS.
EVERYTHING'S DARK. IT'S ALL GONE.
MASTER, I... I'M AFRAID.
I CANNOT SAY FEAR NOT, LITTLE ONE.
BUT I WOULD ASK YOU TO BE BRAVE.
CREATION'S WINTER IS UPON US, BUT IN YOU, NOVA, I PLANT A SEED.
YOU, NOVA - WHO WERE ONCE A HUMAN WOMAN - HAVE FOR MILLENNIA, BROUGHT UNSPOKEN COMFORT TO THE TROUBLED SOUL OF GALACTUS - GALACTUS, WHO WAS ONCE HIMSELF BUT A MORTAL MAN.
AS WAS MY PROMISE AND PROPHECY, IT NOW FALLS TO GALACTUS TO FINALLY GIVE BACK TO THE UNIVERSE INFINITELY MORE THAN I HAVE EVER TAKEN.


IT IS A NEW BIG BANG.
CREATION BEGINS AGAIN.
AND INTO THE UNIVERSE ABORNING, A SINGLE ROCKET BLASTS FROM THE HEART OF UNIVERSAL FIRE.
CREATION COOLS.
LIFE BEGINS.
AND AS THE BOUNTY OF THE LIVING WORLDS GROW FAT ON THE VINE...
SO FOLLOW THOSE WHO HUNGER FOR THE FRUIT.
UNTIL COMES THAT FATEFUL DAY...

...A SEED NURTURED IN THE FIRE OF WHAT CAME BEFORE BURSTS UPON A PRISTINE COSMOS.
A NEW HUNGER.
IT WILL BE CALLED THE THIRD FORCE. SURVIVAL. THE BALANCE. ONE WHO WILL FEED THE MAW OF DEATH TO PRESERVE THE GREATEST LIFEFORCE IN THE UNIVERSE.
ONE WHO WILL ONE DAY HARVEST IT ALL AGAIN.
BUT FOR NOW, IT IS SPRING AND ALL CREATION AWAITS.
CYCLES REPEAT.
LIFE ENDURES.
"WHEN WE TRY TO PICK OUT ANY ONE THING BY ITSELF, WE FIND IT HITCHED TO EVERYTHING ELSE IN THE UNIVERSE."
John Muir

GAH LAK TUS DRONE PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	-	0	0	5	-	18	-

POWERS

Armor: Protection 20, Impervious Toughness 22 • *42 points*
Flight: Flight 14 (32,000) Movement 4 Space Travel 4) • *18 points*
Consume: Array *(45 points)*
• **Energy Drain:** Cumulative Affliction 22, Perception Range • *44 points*
• **Life Drain:** Weaken Stamina 22, Perception Range • *1 point*
Fear Wave: Affliction 20, Perception Range (Resisted by Fortitude) • *20 points*
Flesh-Eating Virus: Affliction with impaired, disabled, and incapacitated. 18 (Fortitude) • *20 points*
Growth: Growth 22 (Innate; Permanent), • *44 points*
Robot: Immunity 30 (Fortitude) • *30 points*

ADVANTAGES

All-Out Attack, Assessment, Eidetic Memory Fearless, Improved Initiative, Power Attack

SKILLS

Expertise (Astronomy, Chemical, Electronic, Mechanical, Structural) 20 (+20), Perception 10 (+10), Technology 30 (+30)

OFFENSE

INITIATIVE +4

Energy Drain	Perception Range, Affliction 22
Flesh-Eating Virus	Area Affliction 18
Life Drain	Perception Range, Weaken Stamina 22

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	22
WILL	Immune		

POWER POINTS

ABILITIES	30	**SKILLS**	30
POWERS	219	**DEFENSES**	15
ADVANTAGES	6	**TOTAL**	294

COMPLICATIONS

The Gah Lak Tus Collective: Gah Lak Tus is like an insect swarm on a vast scale - all powers at 25, adding Insubstantial 2, with Perception Ranged Affliction becoming rank-level Burst Area Affliction, at PL18.
Weakness: Telepathic contact can temporarily disrupt Gah Lak Tus. It can also be weakened by losing too much of its fleet. It would take a 20% depletion to force it to retreat.

ULTIMATES GALACTUS

Galactus counterpart in the Earth 712 (Ultimates Universe) reality is **Gah Lak Tus**, an immense (approx. 100,000 miles long) collective of city-sized robotic drones **(Str175)**. A Doomsday weapon created millennia ago by the Kree, Gah Lak Tus has traveled the galaxies, destroying all life-bearing planets in its path. It bombards targeted worlds with psychic "fear" broadcasts and a flesh-eating virus, eradicating all life. It then breaks open the dying world to its core and sucks dry all its energy, leaving a permanently lifeless husk. In an effort to stop Gah Lak Tus, the modern-era Kree created the Eidolon Apparition "Vision" android to make contact with other worlds in Gah Lak Tus's path to warn them in hopes they may evacuate in the face of extinction.
Eventually, Gah Lak Tus arrived to Earth. And as the Gah Lak Tus swarm prepared to "feed" on the planet, Earth's heroes: the Ultimates, Fantastic Four, and the X-Men readied themselves to defend Earth. Jean Grey and Professor Xavier distracted the entity by making a direct psychic contact with Gah Lak Tus allowing Reed) Richards the time needed to utilize the Ultimate Nullifier, by teleporting the latent energy of a Big Bang from another universe into the heart of the Gah Lak Tus swarm, destroying 20% of its mass. Heavily damaged and "tainted" by the thoughts and emotions of humanity, Gah Lak Tus is forced to retreat.

GALACTUS/GAH LAK TUS MERGED PLX3/25

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
35	35	7	7	10	24	24	24

POWERS

Cosmic Space God: Immunity 30 (Fortitude), Impervious Toughness 32 • *62 points*
Devourer of Worlds: Array (280 points)
• **Cosmic Hunger:** Weaken 40 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • *280 points*
• **Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers) • *1 point*
I Am Power Beyond Power!: Array (280 points)
• **Power Cosmic:** Energy Control 40 (Variable–Cosmic Descriptor) • *280 points*
• **Force Field:** Impervious toughness 32 • *1 point*
• **Kinetic Bolts:** Ranged Damage 25 • *1 point*
• **Molecular Conversion:** Transform 40 • *1 point*
Knowledge Beyond Thought!: Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Herald) • *290 points*
Space Flight: Flight 20 (Space Travel 10), Teleport 30 • *100 points*

EQUIPMENT

Body Armor: Impervious Toughness 32 • *32 points*
ULTIMATE NULLIFIER • *X4 POINTS*
Disintegration X4 (Limited: Requires a Will Check versus the target's Will or the wielder is destroyed with the target. At 4 degrees of failure, the Nullifier emits a null field that will expand and destroy the universe. A successful roll also grants the wielder **Variable Power X4** for one round, limited to recreating or 'rebooting' whatever the Nullifier destroyed.

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 (Status: World Devourer, Cosmic Trinity), Connected, Contacts, Eidetic Memory Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Expertise 16 (+40) (All fields) Intimidation 16 (+40), Perception 16 (+40), Technology 16 (+40)

OFFENSE

INITIATIVE +7

Power Cosmic +10	Ranged Damage 25-40
Power Cosmic +10	Close Weaken 40
Unarmed +12	Close Damage 35

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	35
WILL	24		

POWER POINTS

ABILITIES	332	**SKILLS**	33
POWERS	1016	**DEFENSES**	5
ADVANTAGES	34	**TOTAL**	1420

COMPLICATIONS

See primary entry for: Galactus.

Years later, after its failed incursion on Earth, Gah Lak Tus found itself in the middle of the Chitauri-Kree War, and started attacking the respective ships of the aliens. Seconds later, a rift in the fabric of reality brought the Galactus from the primary 616 reality into the Ultimates Universe. Gah Lak Tus unexpectedly took the action of merging with its counterpart, flooding Galactus with power, amplifying his might (Str2000), and adapting the Gah Lak Tus swarm as heralds sent across the universe to seek and consume.

TAA II — PLX3/PL25

SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS
13	40	20	0	40

POWERS

Solar System-Sized Space Station: Array (40 points)
• **Space Flight:** Flight 20 (2,000,000 MPH, Limited to Space Travel) • *40 points*
• **Space Warp:** Movement 3 (Dimensional) • *1 point*
• **Tractor Beam:** Feature 1 (Taa II' may exert Strength at range to push, pull, or hold objects in relation to itself, as a Move Object effect at its Strength rank) • *1 point*
Technological Wonders: Variable Power 40, Limited to technological creation, Stacks with Weapons Systems, Limited to Power Level, Equipment X3 • *340 points*
Teleportation: Burst Area Selective Extended Teleport X4 (Universal Range), Limited to Extended, Limited Location: To anywhere, back to Taa II • *240 points*
Weapon Systems: Array (80 points)
• **Energy Weapons:** Ranged Damage 40 • *80 points*
• **Energy Weapons:** Variable Power 20, Stacks with Technological Wonders • *1 point*
• **Force Shields:** Impervious Toughness 40 • *1 point*

FEATURES

Communications, Computer, Defense System, Dock, Hangar, Effect, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Museum, Navigation, Power System, Security System, Self-Repairing, Workshop, Zoo

OFFENSE

INITIATIVE 0
Weapon Systems +10 Ranged Damage 20-40

DEFENSE

DEFENSE	0	**TOUGHNESS**	40

POWER POINTS

ABILITIES	13	**DEFENSES**	22
POWERS	704	**TOTAL**	758
FEATURES	19		

GALACTUS' SHIPS

TAA II: When Galactus emerged from his incubation chamber and was born into the new universe, the planet Archeopia became the victim of his first feeding. Determined that he was not to be solely a force for destruction, Galactus turned the planet's remains into a massive, solar system-sized space station, 'Taa II' – a home base so huge, planets orbit it like a sun.
Worldship: Galactus' primary transport, is a mile-wide Star Sphere, that houses his World Devouring machinery. The ship responds to Galactus' mental commands, even from light-years away, and should Galactus be incapacitated, or fall into a death-like state, the World Ship is programmed to seek him out and transport him to Taa II to save his life.
Punishers:. Galactus keeps troops of 'Punisher' robots as minions.

COMPLICATIONS

Ultimate Nullifier: Taa II houses the Ultimate Nullifier.
Greatest Energy Source In The Universe: Taa II is a repository of PLX4 energies, and Galactus can draw upon these stores in emergencies. Other beings, such as Korvac and Dr. Doom, have also tapped into Taa II's power, becoming powerful cosmic entities in their own rights.

WORLD SHIP — PLX2/PL20

SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS
6	32	20	0	32

POWERS

Star Sphere: Array (40 points)
- **Space Flight:** Flight 20 (2,000,000 MPH) • 40 *points*
- **Space Warp:** Movement 3 (Dimensional) • *1 point*
- **Tractor Beam:** Feature 1 (the World Ship may exert Strength at range to push, pull, or hold objects in relation to itself, as a Move Object effect at its Strength rank) • *1 point*

Planetary Conversion Machinery: Energy Absorption 40 (Variable, may be stored or fed directly to Galactus), Tendrils: Strength-based damage, Extra Limbs 20, Multiattack, Reach 25, Transform 40, Limited to matter into energy, Weaken 40 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • 489 *points*

Teleportation: Burst Area Selective Extended Teleport X3 (Galactic Range), Limited to Extended, Limited Location: To anywhere, back to the World Ship • *180 points*

Weapon Systems: Array (80 points)
- **Energy Weapons:** Ranged Damage 30 • *80 points*
- **Energy Weapons:** Variable Power 20 • *1 point*
- **Force Shields:** Impervious Toughness 40 • *1 point*

FEATURES

Communications, Computer, Defense System, Hangar, Effect, Holding Cells, Infirmary, Isolated, Laboratory, Library, Living Space, Navigation, Power System, Security System, Self-Repairing, Workshop

OFFENSE

INITIATIVE 0

Planetary Conversion	Close, Weaken 40
Weapon Systems +10	Ranged Damage 20-30

DEFENSE

DEFENSE	0	**TOUGHNESS**	30

POWER POINTS

ABILITIES	6	**DEFENSES**	14
POWERS	793	**TOTAL**	829
FEATURES	16		

PUNISHERS — PL15 270 POINTS

Abilities: Str 19 **Sta** - **Agi** 7 **Dex** 7 **Fgt** 10 **Int** -1 **Awe** -1 **Pre** -

Powers: Armor: Protection 16, Impervious Toughness 20, **Flight** 19 (1,000,000 MPH), **Plasma Generation:** Ranged Damage 16. **Robot:** Immunity 30 (Fortitude)

Advantages: All-Out Attack, Great Endurance, Improved Initiative 7, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

Skills: None

Offense: Initiative 14, Plasma Generation +14 (Range Damage 16), Unarmed +10 (Close Damage 19)

Defense Dodge 14, Parry 14, Fortitude Immune, Toughness 16 Will Immune

Totals: Abilities -143 + Powers 104 + Advantages 12 + Skills 0 + Defenses 11 = 270

Complications: Robot Guards: The Punisher automations are Galactus' personal watchdogs – mindlessly loyal minions of formidable power, although limited to fairly simplified tasks – usually expelling some unwanted visitor, or disciplining an errant Herald. While one Punisher is usually plenty, against high-level threats, Galactus has been known to send entire armies of Punisher robots into battle.

HERALDS OF GALACTUS

In ancient times, the World Devourer, Galactus did not need a **Herald**, because he fed so infrequently. However, now his Hunger has grown, and he must feed so often that he needs a scout to seek out likely candidates for his next meal.

Galactus has traditionally only had one Herald at a time, although in recent years there has been a rather rapid turnover. The Devourer empowers his Herald with a tiny fraction of his own cosmic power, which is still enough to raise them to near godlike status. He often will also provide a weapon or a device that is similarly empowered. Galactus has also been known to manipulate the minds and spirits of his servants to better enable them to the horrific task of feeding him living worlds.

The first Herald of Galactus was thought to be Norrin Radd, the Silver Surfer (see individual entry for the Silver Surfer), who volunteered to become Herald if Galactus would spare his homeworld of Zenn La. But it has been recently revealed that Galactus had other Heralds before him, such as the being known to today as the Fallen One. Galactus has also apparently created other, more powerful beings as well, such as the powerful entity, Tyrant, for unknown reasons, as well as a number of semi-sentient automations, such as the Punisher robots, as well as individuals he employed for single-tasks.

BASE: MOBILE
KNOWN MEMBERS: AIR-WALKER, DAZZLER, DESTROYER, FALLEN ONE, FIRELORD, INVISIBLE MAN, MORG, NOVA, RED SHIFT, SILVER SURFER, STARDUST, KRYPTONIAN, TERRAX
HEADQUARTERS: GALACTUS' WORLDSHIP
VEHICLES: NONE

AIR-WALKER PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
13	13	4	4	8	4	8	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Cosmic-Durability: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*
The Power Cosmic: Array *(30 points)*
• **Cosmic Blast:** Ranged Damage 15 • *30 points*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
• **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
• **Healing:** Healing 19 • *1 point*
• **Matter Manipulation:** Transform 19 (anything into anything.) • *1 point*

EQUIPMENT

Horn of Galactus: Communication 20, Limited to Galactus, Easily Removable (-6 points) • *74 points*

ADVANTAGES

Assessment, Equipment 15, Evasion, Extraordinary Effort, Move-By Action, Power Attack. Ranged Attack

SKILLS

Acrobatics 6 (+10), Expertise: Astronomy 18 (+22), Close Combat: Unarmed 2 (+10), Expertise: Military 3 (+8), Expertise: Starships 8 (+12), Perception 12 (+20), Persuasion 3 (+13), Ranged Combat: Cosmic Blast 6 (+10)

OFFENSE

INITIATIVE +4

Cosmic Blast +10	Ranged, Damage 15
Unarmed +10	Close Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	12	**TOUGHNESS**	15
WILL	8		

POWER POINTS

ABILITIES	96	**SKILLS**	19
POWERS	87	**DEFENSES**	14
ADVANTAGES	21	**TOTAL**	237

COMPLICATIONS

Air-Walker Automation: After Air-Walker died, Galactus created a robotic replacement, instilled with Gabriel Lan's life force. STR 18, STA 18, INT 2, AWE 1, TOU 17, WILL 4..

Relationships: Air-Walker was loyal friends with Firelord, and retains this in his automated form. Beyond that he has contacts with other heralds of Galactus, including the Silver Surfer, and his automated consciousness has been instilled into the mainframe of Galactus' ship.

AIR-WALKER

Gabriel Lan was a distinguished member of Xandar's Nova Corps and was later given captaincy of the explorer-scout Way-Opener. His mission was to discover and contact friendly races in Xandar's vicinity. On the return from his initial seven-year journey, he encountered Galactus' Worldship. Galactus teleported him on board and offered him the position of Herald. Lan accepted the power and the responsibility.

Air-Walker served Galactus faithfully for years, until-Walker intercepted an Ovoid fleet heading to destroy Galactus. Air-Walker drove off the Ovoids at the cost of his life. Galactus' energies were at a low point and he would not spare the energy to revive his friend. Instead, he constructed a robotic simulation of Air-Walker's body and transferred Lan's memories into it. The Air-Walker automation was eventually destroyed as well, but Gabriel Lan's consciousness was subsequently transferred into Galactus' ship's computers, where it continues to serve as Galactus' mainframe. **(Str50/95)**

FALLEN ONE

Although the ancient history of Galactus' heralds remains vague, it is believed that his first herald was the being now known simply as the **Fallen One**. Unlike the heralds that would follow him, the Fallen One was granted control over the 'Black Matter'. However, the Fallen One proved to be cruel and was eventually imprisoned by Galactus. Over the millennia that followed, the Fallen One repeatedly escaped and tried to kill Galactus, only to be defeated and imprisoned again.

The hero Star-Lord eventually imprisoned the Fallen One in the inter-galactic prison the Kyln, although the character escaped when the Kyln was damaged in a conflict between Thanos and the entity, the Maker. Although the Fallen One located Galactus, he was instantly teleported back to Thanos, who tricked the former Herald into igniting a gas giant, which rendered him unconscious. Thanos mentally enslaved the Fallen One and forced him to serve as his own Herald

During the Annihilation Wave, the Fallen One was killed by the Proemial Gods, Tenebrous and Aegis.

(Str100/150)

FALLEN ONE — PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	18	5	5	10	3	9	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

The Power Cosmic: Array *(40 points)*

- **Cosmic Blast:** Ranged Damage 20 • *40 points*
- **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
- **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
- **Healing:** Healing 19 • *1 point*
- **Matter Manipulation:** Transform 19 (anything into anything.) • *1 point*

Super-Durability: Protection 2, Impervious Toughness 19; Immunity 10 (Life Support) • *31 points*

ADVANTAGES

Close Attack 2, Extraordinary Effort, Fearless, Move-By Action, Power Attack Power Attack, Takedown

SKILLS

Expertise: (Astronomy) 10 (+14), Intimidation 17 (+20), Perception 17 (+20), Ranged Combat: Energy Beams 6 (+11)

OFFENSE

INITIATIVE +5

Energy Beams +11	Ranged, Damage 20
Unarmed +12	Close Damage 19

DEFENSE

DODGE	12	**FORTITUDE**	18
PARRY	12	**TOUGHNESS**	20
WILL	8		

POWER POINTS

ABILITIES	132	**SKILLS**	25
POWERS	101	**DEFENSES**	15
ADVANTAGES	8	**TOTAL**	250

COMPLICATIONS

Fallen Herald: The Fallen One was the first Herald of Galactus, but was released from this station because of his psychopathic nature. The Fallen One hates Galactus and has tried to kill him at every opportunity since.

Thanos' Herald: After a confrontation with Thanos of Titan, the Fallen One was mentally enslaved by Thanos to perform as a servant.

FIRELORD PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
13	13	4	4	6	2	8	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Flame Skin: Protection 4, Impervious Toughness 13; Immunity 10 (Life Support) • 27 *points*
The Power Cosmic: Array *(36 points)*
• **Cosmic Fire Blast:** Ranged Damage 18 • *36 points*
• **Nova Blast:** Burst Area 22 (Fire, Heat) • *1 point*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*

EQUIPMENT

Cosmic Staff: Flight 19 (1,000,000 MPH) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4) Fire Blast: Ranged Damage 20, Easily Removable (-17 points) • *48 points*

ADVANTAGES

All-out Attack, Equipment 10, Fearless, *Improved Critical 2 (Power Cosmic)*, *Improved Critical 2 (Unarmed),* Improved Hold, Improved Initiative 4, Power Attack, Ranged Attack 10, Ultimate Effort (Strength)

SKILLS

Acrobatics 5 (+9), Expertise: Astronomy 18 (+20), Close Combat: Unarmed 2 (+8, Expertise: Military 3 (+5), Expertise: Starships 3 (+5), Perception 8 (+20), Persuasion 3 (+13), Ranged Combat: Fire Blast 6 (+10)

OFFENSE

INITIATIVE +4

Cosmic Blast	Burst Area 22
Cosmic Fire +10	Ranged, Damage 18
Unarmed +8	Close Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	12	**TOUGHNESS**	15
WILL	8		

POWER POINTS

ABILITIES	92	**SKILLS**	25
POWERS	88	**DEFENSES**	12
ADVANTAGES	17	**TOTAL**	234

COMPLICATIONS

Temper: Firelord is a caustic, hot-tempered personality, serious minded and not easy to get along with..

Responsibility: Firelord is obsessively dedicated to doing right, be it as ship captain, or cosmically powered hero. He has little patience for criminals, usually dealing with them in the permanent fashion of the cosmos. He takes full responsibility for his time as Galactus' Herald, although he acknowledges the deaths he caused in the position as part of Galactus' purpose, he still feels duty bound to compensate the universe for his actions during that time.

FIRELORD

Pyreus Kril was first officer aboard Gabriel Lan's Xandarian exploration vessel, and was present when his friend was seemingly kidnapped by the alien starship belonging to Galactus. Determined to rescue his captain, Kril took command of the exploration vessel and pursued Galactus' ship across the universe. Years passed, but Eventually, Kril located Galactus' ship and, unaware that teleported aboard the massive vessel. Kril confronted Galactus and demanded that Lan be released. Impressed by the man's courage, Galactus offered to reveal Lan's fate if Kril agreed to become his new herald. Kril accepted the offer, receiving the power cosmic and becoming **Firelord**, whereupon Galactus told Kril that Lan had been slain battling the Ovoids.
Firelord's servitude to Galactus was extremely short-lived. While on a mission to Earth, Firelord encountered Thor, who negotiated with Galactus for Firelord's freedom. In exchange for releasing Firelord, Thor provided Galactus with an Asgardian construct known as the Destroyer. Although he left Galactus' service, Firelord retained the power cosmic and was free to roam the universe.
(Str50/95)

MORG

Morg was an executioner on the planet of Caraner, a warlike medieval world, until it was consumed by the World Devourer, Galactus. Morg was spared, after defiantly challenging Galactus. Impressed, the World Devourer selected Morg as Herald to replace the Earth girl Nova.

The ruthless Morg lacked the compassion of Nova. Instead of finding dry barren planets, Morg led Galactus to worlds teeming with life. Due to his brutal nature, Morg's position as Herald was challenged by the Silver Surfer. The Surfer gathered fellow ex-heralds Firelord, Air-Walker, Terrax and Nova to confront Morg. Although Nova was killed in the battle, Terrax killed Morg with his own ax. Galactus, however, not wanting to lose a loyal servant, secretly resurrected Morg.

When Morg sought out Terrax to regain his ax, the two were ambushed and captured by the powerful entity, Tyrant, an ancient creation and sworn enemy of Galactus. They were imprisoned in Tyrant's floating fortress along with Beta Ray Bill, Gladiator, the Silver Surfer, the Jack of Hearts, and Ganymede of the Spinsterhood. After a tense face-off with Galactus, Tyrant released all his prisoners except for Morg.

Despite Tyrant's attempts to corrupt him, Morg remained loyal to Galactus, so Tyrant placed a device on Morg's head allowing him to control his mind. Morg was freed when the mad Titan Thanos, Terrax and Ganymede assaulted Tyrant's Fortress. Morg regained his ax and returned to Galactus.

When Tyrant confronted Galactus, Morg activated the Ultimate Nullifier in defense of his master. As the Nullifier powered up to detonation, Morg apparently managed to escape through the hull of Galactus' ship and fled the scene, although he was partially caught in the detonation and gravely wounded. He healed his wounds only to be captured and dissected by the forces of Annihilus during The Annihilation Wave conflict.

Currently dead, Morg has not been seen since, although he's been dead before, and wielders of the Power Cosmic have a tendency to pop back up from time to time. **(Str95/100)**

MORG — PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	16	2	2	10	1	8	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

Cosmic-Durability: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*

The Power Cosmic: Array *(36 points)*

- **Cosmic Blast:** Ranged Damage 18 • *36 points*
- **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
- **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
- **Healing:** Healing 19 • *1 point*
- **Matter Manipulation:** Transform 19 (anything into anything.) • *1 point*

EQUIPMENT

Cosmic Ax: Strength based Damage 2, Cosmic Blast: Ranged Damage 20, Easily Removable (-17 points) • *28 points*

ADVANTAGES

All-Out Attack, Equipment 6, Extraordinary Effort, Fearless, Move-By Action, Power Attack, Takedown

SKILLS

Expertise: (Astronomy) 10 (+11), Intimidation 16 (+18), Perception 18 (+20), Ranged Combat: Energy Beams 8 (+10)

OFFENSE

INITIATIVE +2

Cosmic Ax +10	Close Damage 20
Cosmic Ax +10	Ranged, Damage 20
Energy Beams +10	Ranged, Damage 18
Unarmed +10	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	17
PARRY	12	**TOUGHNESS**	18
WILL	6		

POWER POINTS

ABILITIES	104	**SKILLS**	26
POWERS	93	**DEFENSES**	16
ADVANTAGES	15	**TOTAL**	254

COMPLICATIONS

Brutal Nature: Morg is a brutal barbaric thug, utterly heartless in his selection of planets – a trait Galactus considered valuable. Unfortunately, this only served to work against the Devourer, as Morg's indiscriminate choice of populated planets for Galactus' appetite, brought galactic forces – principally his other former Heralds, led by the Silver Surfer – aligned against him. Morg is currently dead, but his unquestioning dull-witted loyalty has caused Galactus to resurrect him in the past.

Enemy: The Silver Surfer, Terrax

Waters of Life: At one point, Morg absorbed the power of the Waters of Life, augmenting his STR, STA, and Power Cosmic all to 20, and raised his Power Level to 16.

NOVA

Frankie Raye was the adopted daughter of William Raye, secretly Phineas T. Horton – inventor of the original Human Torch, who was angry when Johnny Storm began using the name. When Horton tried to reactivate the android Human Torch, his daughter was exposed to the same chemicals used to construct it and gained flame control powers.

Frankie Raye was drawn to Johnny Storm. They began dating and she started fighting alongside the Fantastic Four. Frankie, however, became restless. She dreamed of "cosmic grandeur" and space-faring adventures. When Galactus yet again threatened Earth, Frankie volunteered to become his newest herald to spare the planet. Galactus agreed and transformed Frankie into **Nova** – a being with the power of a miniature sun.

Nova became infatuated with her omnipotent master, and as his first female herald, there were rumblings that she had actually invoked long-forgotten emotions in the Planet Destroyer as well. But Galactus remained driven first by his cosmic purpose and his insatiable Hunger; when Nova's conscience was sparked by the Silver Surfer, leaving her reluctant to lead her master to inhabited planets, the World-Devourer dismissed her from his service.

Nova was later killed by the vicious rogue Herald, Morg, whereupon, and the Silver Surfer lay her body to rest in the heart of a nearby sun. It is unknown if this remains her final fate, however, as death is never certain for a Herald of Galactus, and there is at least one alternate future where Nova is still Galactus' Herald millions of years in the future. **(Str47)**

NOVA PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	12	3	4	4	1	6	0

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

Flame Aura: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*

The Power Cosmic: Array (18 points)

- **Fire Blast:** Ranged Damage 18 • *18 points*
- **Flight:** Flight 19 (1,000,000 MPH) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4) • *2 points*
- **Nova Blast:** Environment 20 (Heat, Extreme) • *1 point*

Cosmic Senses: Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *32 points*

ADVANTAGES

Agile Feint, Assessment, Evasion, Extraordinary Effort, Move-By Action, Power Attack. Ranged Attack

SKILLS

Acrobatics 7 (+10), Expertise: Astronomy 18 (+19), Close Combat: Unarmed 4 (+8), Perception 14 (+20), Persuasion 3 (+13), Ranged Combat: Fire Blast 6 (+10)

OFFENSE

INITIATIVE +10

Cosmic Fire +10	Ranged, Damage 18
Unarmed +8	Close Damage 13

DEFENSE

DODGE	14	**FORTITUDE**	14
PARRY	12	**TOUGHNESS**	14
WILL	6		

POWER POINTS

ABILITIES	72	**SKILLS**	26
POWERS	106	**DEFENSES**	21
ADVANTAGES	7	**TOTAL**	232

COMPLICATIONS

Guilt: Nova's guilt over the lives she helped destroy eventually caused her to leave the service of Galactus.
Relationships: Nova really got around, having had romantic relationships with the Silver Surfer, Hercules, Firelord, the Human Torch, and spent time working as a stripper in a sleazy spaceport. This apparent submissive/power fetish culminated when she professed feelings of love for Galactus himself – feelings that the Devourer apparently reciprocated.

RED SHIFT

When Galactus lay dying on Earth, he was subtly manipulated by the Dreaming Celestial, as part of the Celestial's scheme to use the Devourer as a doomsday weapon for all of reality. After Galactus consumed the energy of Hyperstorm, the limitless energy drove him insane with Hunger. Losing his capacity for rationality, the Devourer quickly recruited the **Red Shift**, a mysterious herald about which very little is known, and went on a galactic rampage.
When Galactus arrived on Earth, the Silver Surfer intervened, engaging the Red Shift, who used his powers to open a portal to a black hole to swallow the Surfer, but both heralds were swept into the trap. Their battle continued within the black hole until the Silver Surfer unleashed a massive explosion of cosmic energy. Red Shift lost his two swords (the weapons which enabled him to open his portals) and remained trapped in the black hole even as the Surfer escaped
Red Shift eventually reappeared, battling with the other Heralds against the Annihilation Wave. He was believed to have been killed in action. **(Str50/95)**

RED SHIFT — PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
13	13	2	2	8	1	8	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Cosmic-Durability: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*
The Power Cosmic: Array *(36 points)*
• **Cosmic Blast:** Ranged Damage 18 • *36 points*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
• **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*
• **Dimensional Aperture:** Movement 3 (Dimension Travel), Increased Mass 5, Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible (Limited: must be focused through Swords) • *1 point*
• **Healing:** Healing 19 • *1 point*
• **Matter Manipulation:** Transform 19 (anything into anything.) • *1 point*

EQUIPMENT

Cosmic Swords: Strength based Damage 3, (Required to focus Dimensional Aperture), Easily Removable (-17 points) • *11 points*

ADVANTAGES

All-Out Attack, Equipment 3, Extraordinary Effort, Move-By Action, Power Attack, Takedown

SKILLS

Close Combat: Cosmic Swords 2 (+10), Expertise: (Astronomy) 10 (+11), Intimidation 7 (+17), Perception 13 (+20), Ranged Combat: Energy Beams 10 (+12)

OFFENSE

INITIATIVE +2

Cosmic Swords +10	Close Damage 18
Energy Beams +10	Ranged, Damage 18
Unarmed +8	Close Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	13	**TOUGHNESS**	15
WILL	7		

POWER POINTS

ABILITIES	82	**SKILLS**	21
POWERS	63	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	200

COMPLICATIONS

Enemy: The Silver Surfer, Annihilus
Herald of Galactus: Red Shift was Galactus' Herald during the time when the Devourer had become maddened with Hunger. His tenure did not last long and he was seemingly killed during the Annihilation Crisis

STARDUST

The Ethereal, Lambda-Zero was a member of a race of non-physical, genderless beings of pure energy before being endowed with Galactus' Power Cosmic and becoming Herald. '**Stardust**' pursued the task of Herald with religious zeal, professing undying love for Galactus, and looking upon the planets he consumed as sacrifice to a cosmic god. In fact, Stardust would actually slaughter those who tried to escape planets targeted for Galactus' Hunger. It was Stardust who led Galactus to Beta Ray Bill's home planet of Korbin.

Stardust joined the other Heralds, the Silver Surfer, Firelord, and the Red Shift, against the Annihilation Wave, although was seemingly destroyed. The Power Cosmic and Stardust's own ethereal nature, however, soon returned the Herald to corporeal form. Stardust was then confronted by the remaining members of the Ethereal race, who were nearly made extinct by the Annihilation Wave. Accusing Stardust of treason for leaving them, they attacked, but Stardust absorbed their living energies. Returning to Galactus, Stardust was distraught to find the Devourer had reinstated the Silver Surfer as Herald. To prove fealty to Galactus, Stardust gave up the remains of his Ethereal kin to feed the Devourer, an act that surprised the planet eater, who decided his Hunger was great enough to need a second Herald. Stardust was last seen during Galactus' conflict with the vengeful Beta Ray Bill, who attempted to starve Galactus by destroying planets before the Devourer could feed, but has not been seen since. There is no record of Stardust's dismissal from service or Death. It is possible Stardust continues to act a secondary Herald, perhaps as a long-range scout. **(Str95)**

STARDUST PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	14	9	9	6	2	7	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*
Ethereal: Insubstantial 3, Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *33 points*
The Power Cosmic: Array *(34 points)*
• **Cosmic Blast:** Ranged Damage 17 • *34 points*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
• **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation• Zero-G, Space Travel 4) • *1 point*
• **Healing:** Healing 17 • *1 point*
• **Matter Manipulation:** Transform 17 (anything into anything.) • *1 point*

EQUIPMENT

Cosmic Staff: Strength based Damage 2, Cosmic Blast: Ranged Damage 18, Easily Removable (-17 points) • *21 points*

ADVANTAGES

Agile Feint, Equipment 5, Evasion, Extraordinary Effort, Move-By Action, Power Attack. Ranged Attack

SKILLS

Close Combat: Cosmic Staff 3 (+9), Close Combat: Unarmed 3 (+9), Expertise: (Astronomy) 11 (+13), Perception 10 (+20), Ranged Combat: Energy Beams 1 (+10)

OFFENSE

INITIATIVE +2

Cosmic Staff +9	Close Damage 19
Cosmic Staff +10	Ranged, Damage 18
Energy Beams +10	Ranged, Damage 17
Unarmed +9	Close Damage 17

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	10		

POWER POINTS

ABILITIES	114	**SKILLS**	14
POWERS	114	**DEFENSES**	11
ADVANTAGES	11	**TOTAL**	264

COMPLICATIONS

Herald Zealot: Stardust is utterly devoted to the point of worship to Galactus, and considers being devoured the greatest honor that can be bestowed upon a planetary population, taking personal umbrage to those who would resist – or even attempt to flee – such 'honor'. Stardust will decimate those who resist Galactus and chase down those who try to run. Galactus even ate the last of Stardust's own people at Stardust's own request.

TERRAX

While the Silver Surfer had been noble, brave, and even heroic, those are qualities that ultimately led him to betray his master in order to protect Earth. Hoping to find a new herald that would have no qualms about identifying inhabited worlds for Galactus to consume, the world-devourer searched for a ruthless, power-hungry being to accept his offer. Eventually, Galactus chose Tyros, tyrannical dictator on the planet Birj, as his new Herald. Enlisting the aid of the Fantastic Four, Galactus offered to help them defeat the Sphinx if they would subdue Tyros. Reluctantly, the Fantastic Four accepted this offer, and the quartet delivered Tyros to Galactus, who transformed Tyros into **Terrax the Tamer**.

As Galactus had hoped, Terrax was immoral and had no concerns about pointing his master towards inhabited worlds. However, Terrax was also ambitious and had no sense of loyalty to Galactus. He eventually began conquering planets for his own selfish ends. Seeking to escape Galactus' service forever, Terrax eventually fled to Earth, hoping to force the Fantastic Four – who had defeated Galactus before - to destroy his master once and for all. Galactus was enraged by this treachery and stripped Terrax of his powers, transforming him back into Tyros, who then fell from the top of the World Trade Center, presumably to his death.

Tyros was not killed however, and was revived by Dr. Doom, and endowed with an artificial form of the Power Cosmic, as part of a scheme against the Fantastic Four. Unfortunately, for Tyros, the artificial energies consumed his physical form, releasing his energy into the Earth's atmosphere. The Cosmic Energy that was Tyros eventually found a host form, manifesting as Terrax once again. He continues to pursue his own interests and pursuit for conquest. **(Str65)**

TERRAX PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	14	2	2	10	2	7	2

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all); Communication 1 (mental); Enhanced Awareness 6; Senses 1 (Cosmic Awareness) • *23 points*

Power Cosmic Array *(36 points)*

• **Earth Control:** Perception-Ranged Move Object 18; Limited Material (Rock/Earth); • *36 points*

• **Flight** 14 (32,000) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) Platform • *1 point*

• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*

• **Flight** 14 (32,000 MPH) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) • *1 point*

• **Healing:** Healing 19 • *1 point*

Stone-Skin: Protection 2, Impervious Toughness 18; Immunity 10 (Life Support) • *30 points*

EQUIPMENT

Cosmic Ax: Strength based Damage 3, Cosmic Blast: Ranged Damage 18, Easily Removable (-17 points) • *27 points*

ADVANTAGES

Equipment 6, Extraordinary Effort, Fearless, Move-By Action, Power Attack Power Attack, Takedown

SKILLS

Close Combat: Cosmic Ax 1 (+11), Close Combat: Unarmed 1 (+11), Expertise: (Astronomy) 10 (+11), Intimidation 6 (+16), Perception 16 (+20), Ranged Combat: Cosmic Ax 8 (+10)

OFFENSE

INITIATIVE +2

Cosmic Ax +11	Close Damage 17
Cosmic Ax +10	Ranged, Damage 18
Earth Control	Perception Ranged, Damage 18
Unarmed +11	Close Damage 14

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	4		

POWER POINTS

ABILITIES	98	**SKILLS**	21
POWERS	117	**DEFENSES**	14
ADVANTAGES	12	**TOTAL**	262

COMPLICATIONS

Would-be Conqueror: Terrax is obsessed with conquest and rule, which caused him to rebel on more than one occasion against Galactus, before finally being dismissed as Herald. Terrax still roams the universe, looking for worlds to conquer.

Enemy: The Silver Surfer, Morg, Thanos.

OTHER HERALDS

Dazzler: The mutant Dazzler was briefly endowed with the Power Cosmic in order to fetch Galactus' errant Herald Terrax from a Black Hole. In an alternate reality, she became a successful long-term Herald.

Destroyer: The Asgardian Destroyer acted briefly as Galactus Herald when Thor bargained the armor to Galactus in exchange for Firelord's freedom.

Golden Oldie: Aunt May – Herald to Galactus. Fortunately a dream episode.

Invisible Man: The Human Torch, currently wielding the Invisible Woman's powers, became Galactus' Herald in order to overcome an alien cloaking device.

Kryptonian: Superman was briefly recruited as Herald before being rescued by the Fantastic Four.

TYRANT

TYRANT — PLX2/PL20

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	25	7	7	10	22	23	23

POWERS

Biotechnological Mastery: Variable Power 30, Limited to controlling technological constructs only • *210 points*
Flight: Flight 20 (Space Travel 10), Teleport 25 • *90 points*
Immortal: Immunity 30 (Fortitude Effects), Impervious Toughness 19 • *59 points*
Power Cosmic: Energy Absorption 30, Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor), Transform 30 • *420 points*
Psionic Powers: Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness) • *250 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 [Status (Galactic Conqueror), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Range Attack 3, Ultimate Effort (Powers), Well-Informed; *Tyrant has whatever Equipment rank he needs

SKILLS

Close Combat: Unarmed 2 (+12), Expertise (Bio-Technology), Expertise 8 (+30), (Chemical, Electronic, Mechanical, Structural) Intimidation 7 (+30), Vehicles (Spacecraft) 15 (+22), Technology 8 (+30)

OFFENSE

INITIATIVE +7

Power Cosmic +10	Ranged Damage 30
Unarmed +12	Close Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	25
WILL	23		

POWER POINTS

ABILITIES	268	**SKILLS**	20
POWERS	1031	**DEFENSES**	5
ADVANTAGES	36	**TOTAL**	1360

COMPLICATIONS

Enemies: Tyrant's archenemy is his creator. Galactus. Before being banished by Galactus, Tyrant was also opposed by the Spinsterhood.
Obsession: Tyrant is obsessed with conquest and with vengeance against Galactus.
Master of Technology: Because of his bio-technological nature, Tyrant has a special ability to manipulate technology and mechanical constructs of all kinds. He can possess computers, and control any machine he makes physical contact with, even Galactus' planet-devouring machinery.

TYRANT

In the distant past, the Devourer of Worlds, Galactus, created an immensely powerful cosmic being in his own image: **Tyrant**. However, Tyrant grew jealous of his creator. Where Galactus was satisfied simply to survive, Tyrant wished to conquer, to rule, carving out a vast empire for himself. He betrayed Galactus, and attempted to wrest the universe from Galactus' grasp, in a conflict that shattered entire galaxies.
But in the end, it was Galactus who triumphed, and stripped Tyrant of the bulk of his power, reducing him to his current stature, and banished him to the farthest corners of the universe.
Tyrant finally returned, eons later, with a vast arsenal he built during his exile, to resume his conquest. He kidnapped several space-faring cosmic beings, including Silver Surfer, Terrax, Morg, Beta Ray Bill, Gladiator, Jack of Hearts and Ganymede. Jack of Hearts, in order to

harness their combined powers for his renewed war against Galactus.

The group of prisoners escaped, but despite their formidable collective might, Tyrant easily defeated them all, and would have killed them if not, once again, for the intervention of Galactus. Although Tyrant was forced to withdraw, in order to delay the costly conflict, Galactus grudgingly allowed Tyrant to retain Morg as his prisoner. Morg was eventually, somewhat inadvertently, freed, due to the unrelated schemes of Thanos of Titan, who managed to pilfer one of Tyrant's cosmic orbs, as well as actually surviving a brief hand-to-hand exchange with Tyrant himself.

Tyrant eventually brought his war to Galactus, a battle he appeared to be losing until the World Devourer made the tactical error of attempting to use his ship's planet-destroying machinery to siphon Tyrant's energies, rather than simply doing it himself. Tyrant, being a bio-mechanical being himself, was able to reverse Galactus' machines, siphoning all of the Devourer's energy away, leaving Galactus starved and helpless.

Tyrant's final victory was interrupted, however, by Morg, who activated the Ultimate Nullifier. Tyrant was nullified, although Galactus managed to contain the Nullifier's blast within his ship and was able to escape inter-dimensionally. **(Str65)**

X-Level: Tyrant is **PLX2 (20x2=40**) at X-Level.

GALACTA PL18 885 POINTS

A: Str 22 **Sta** 20 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Flight: Flight 20 (Space Travel 10), Teleport 25, **Immortal:** Immunity 30 (Fortitude Effects) Impervious Toughness 19, **Power Cosmic:** Energy Absorption 25, Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 20, Transform 25, **Psionic Powers:** Communication 20, Comprehend 20, Mind Reading 20, Senses 20 (Cosmic Awareness)

Equipment: Body Armor: Protection 20

Advantages: All-Out Attack, Assessment, Benefit 10 [Daughter of Galactus), Connected, Contacts, Eidetic Memory. Equipment 4, Fearless, Inventor, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise 10 (+30), (Chemical, Electronic, Mechanical, Structural) Intimidation 5 (+25), Vehicles (Spacecraft) 20 (+20), Ranged Combat 3 (+10), Technology 10 (30)

Offense: Initiative +7, Power Cosmic +10 (Ranged Damage 25), Unarmed +10 (Close Damage 22)

Defense Dodge 11, Parry 11, Fortitude Immune, Toughness 20, Will 20

Totals: Abilities 252 + Powers 579 + Advantages 25 + Skills 24 + Defenses 5 = 885

Complications: Relationships: Galacta has Daddy issues. Her relations with her father are strained, primarily due Galacta's own horror over their family's niche in the food chain. She has friendly contacts with the Fantastic Four. Responsibility**:** Galacta has spent most of her existence doing her best to focus her Cosmic Hunger in less destructive directions than her father, consuming malevolent microscopic organisms, for example. Now that her Hunger has increased, due to her cosmic pregnancy, it remains to be seen if she will begin to consume planets. Hunger Galacta must consume bio-energies like her father or her Powers with the exception of Absorption will decrease by 2 ranks each month. Upon reaching 20 ranks, Galacta assumes fatigued conditions, loses her Immunity (Fortitude). At 189 ranks, she gains dying conditions. Use of Power Cosmic at an intensity higher than 20 reduces the time before her powers start to fade

GALACTA

Galacta is the offspring of Galactus, a nascent cosmic being – essentially a life by-product created by the residue of Galactus' vast cosmic power. Galacta was a parasitic metaorganism that spontaneously generated itself within Galactus' own Power Cosmic fieldweave. Her father's base humanoid DNA combined with the Power Cosmic to create a humanoid being like himself, albeit a female version. She has recently discovered that she has similarly generated another cosmic organism within herself – essentially she is pregnant. **(Str250)**

NOTE: Galacta may not exist in mainstream reality.

GHOST

Ghost's first clear memory was finding herself floating above the floor in the men's room of a seedy nightclub with no memory of who she was or how she had died. She soon discovered that her name was Elisa Cameron, and she had been a journalist investigating the criminal underworld of Arcadia, a city with the largest concentration of paranormals in the U.S. She had stumbled on some dark secret, and been killed for it. Filled with burning rage and an inexplicable hatred of men, Elisa became the phantasmal figure known as Ghost setting out to learn the truth behind her murder, becoming a protector and avenger of victimized women, and a nemesis to the criminal underworld. She uncovered many old enemies linked to her past, and made many new ones as well. Yet, every clue invariably led to more questions. Finally, Elisa came into contact with the godlike alien being known as Vortex, who restored her memories, revealing truths more shocking than she had ever imagined.

As a result of a genetic nano-virus, Elisa was born with the ability to jump space into an alternate dimension populated solely by the entity, Cameron Nemo, who had existed in solitude. Desperate for a companion, Nemo shaped the reality to match Elisa's imagination. But as Elisa aged, her life became darker, and was reflected in Nemo's landscape, becoming nightmarish, and her visits grew less frequent. Obsessed with Elisa, when she finally rejected him, Nemo was enraged, filling his world with demons. Elisa suppressed her memories of his existence – a psychic defense she had developed as a young child, after watching her mother's lover murder her father. She buried the memory, believing that her stepfather was her real father, but the incident left her filled with a rage that would come to dominate her psyche.

In college, Elisa was recruited by a covert government team known as 'The Furies,' comprised of women with psychic abilities. Elisa was trained in firearms, martial arts. Unfortunately, her dimension-hopping began to have a negative impact on her health, until couldn't do it any longer.

Eager to remain useful to the team, Elisa agreed to be a test subject for a chemical agent synthesized from the spirits of the dead, and it transmuted Elisa into her current, ghostly form. The effects were intended to be temporary, but Elisa's unusual genetic structure made it permanent. It also enhanced its effects, allowing her to ghost other people and objects by touching them.

Elisa suffered mind-tampering and mental domination by Archibald Scythe. The Furies found Elisa, her mind a wreck, and decided to give her a new identity, implanting the idea that her journalist-cover was her true self, and let her believe she had been murdered, planting her in the nightclub, subtly directing her to vent her wrath on Arcadia's underworld. **(Str6)**

REAL NAME: ELISA CAMERON
OCCUPATION: VIGILANTE, FORMER GOVERNMENT AGENT
BASE: ARCADIA
AFFILIATION: THE FURIES
HEIGHT: 5' 8"
WEIGHT: 125 LBS
EYES: BLUE
HAIR: BLACK

PERSONALITY

Ghost is still coming to grips with her past, and she still has a lot of anger and resentment inside. She has been betrayed so many times that she finds it difficult to trust anyone. Yet, with the return of her memories, she also feels a sense of hope once again.

POWERS AND ABILITIES

Elisa is essentially a ghost, intangible, although she canbecome solid with concentration. She can pass this on to objects and peope by touching them. She has also beentrained inespionage.

GHOST PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	2	3	3	4	2	4	6

POWERS

Ghost Form: Concealment 10 (Total), Continuous, Permanent, Insubstantial (Incorporeal) 4, Continuous, Permanent • *40 points*
Dimensional Travel: Movement 3 (Dimension Travel), Nemo's dimension and back • *11 points*

EQUIPMENT

Automatic Pistols: Ranged Damage • *3 points*

ADVANTAGES

Assessment, All-out Attack, Benefit (Ambidexterity), Defensive Attack, Defensive Roll 4, Equipment 1, Evasion, Improved Initiative, Move-by Action, Precise Attack (Ranged; Concealment), Quick Draw, Ranged Attack 7, Startle, Tracking, Uncanny Dodge

SKILLS

Close Combat: Unarmed 4 (+8), Deception 8 (+10), Expertise: Espionage 6 (+8), Expertise: Streetwise 6 (+21), Insight 6 (+10), Intimidation 6 (+12), Investigation 6 (+8), Perception 6 (+10), Persuasion 4 (+10), Ranged Combat: Guns 6 (+9), Stealth 6 (+9)

OFFENSE

INITIATIVE +9

Pistol +9	Ranged, Damage 3
Unarmed +8	Close Damage 1

DEFENSE

DODGE	9	**FORTITUDE**	5
PARRY	9	**TOUGHNESS**	6/2*
WILL	9	*Without Defensive roll bonus (Solid Form Only)	

POWER POINTS

ABILITIES	50	**SKILLS**	25
POWERS	51	**DEFENSES**	18
ADVANTAGES	29	**TOTAL**	173

COMPLICATIONS

Enemies: Cameron Nemo, Dr. Trouvaille, Dr. October
Relationships: Elisa is an occasional partner of Barb Wire, and a former member of the Furies.

GHOST RIDER

Johnny Blaze was the son of stunt motorcyclist Barton Blaze, who was killed performing a dangerous stunt. Johnny, now an orphan, was adopted by Crash Simpson and his wife Mona, soon became an accomplished amateur motorcyclist. He also fell in love with his stepsister Roxanne Simpson.

Blaze also began to take interest in the occult. Just when then he was about to get a chance at fame with a booking at Madison Square Garden, Johnny learned that Crash Simpson was dying of a rare blood disease. Desperate to save his stepfather, Johnny performed a ritual to summon the "devil," - the demon lord Mephisto - who agreed to save Simpson from his fatal disease in return for Johnny Blaze's soul.

That night, Simpson performed the greatest stunt of his career, a cycle jump over 22 cars widths, and crashed to his death. When Mephisto appeared to collect Johnny 's soul, the demon explained that he promised to save Simpson from the disease, and nothing more. But, before Mephisto could claim Blaze's soul, Roxanne Simpson recited a spell from Blaze's occult books. Mephisto was forced to leave but, as vengeance, he grafted the demon Zarathos to Blaze's soul, transforming him into the **Ghost Rider**.

At first, Blaze was unaware of the demon that dwelled within him, and believed that the Ghost Rider was a sinister side of his own personality. Initially, the demon manifested itself every nightfall, mystically burning Blaze's flesh to become a fiery skeletal being, using his demonic hellfire to create a fiery motorcycle,

At first Blaze dominated the Ghost Rider's personality. After a few months, Blaze's automatic transformations at nightfall ended. He then became the Ghost Rider whenever he mystically sensed "evil". Later, Blaze learned to control his transformations. But the more Blaze became the Ghost Rider, the stronger the demon became, forcing Blaze to walk a tightrope as he struggles to prevent Zarathos from taking control completely. And so Ghost Rider -- blood-born Spirit of Vengeance, High Lord of Hell on Earth -- haunts America's highways, visiting his righteous wrath upon the souls of the wicked and the damned. **(Str35)**

PERSONALITY

Johnny Blaze puts up an easy goin' cowboy front, but inside he is a tortured soul. He is in a constant struggle with the demon, Zarathos, that dwells within him, that thrives upon the terrible vengeance it bestows upon those the Ghost Rider deems to be 'evil'. At one time, Zarathos' demonic personality completely dominated, and Johnny could only gain control for limited times, although Blaze has since re-established his tether on the demon.

REAL NAME: JOHNNY BLAZE
OCCUPATION: SPIRIT OF VENGEANCE, STUNT CYCLIST
BASE: MOBILE
AFFILIATION: CHAMPIONS
HEIGHT: 5' 10/6' 2"
WEIGHT: 180/20 LBS
EYES: BLUE/FLAME
HAIR: REDDISH BLOND/FLAME

POWERS AND ABILITIES

As the Ghost Rider, Johnny Blaze has superhuman strength and durability – a semi-tangible wraith-form, who may command Hellfire – allowing him to fire blasts of demonic flame, or manifest flaming magical chains, as well as possessing/creating demonic, flaming motorcycles that can ride up sheer walls. He is drawn to acts of evil, and his 'Penance Stare' can drive evil-doers insane.

GHOST RIDER PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	13	4	4	8	1	2	4

POWERS

Chain: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*
Demon Form: Immortality 10; Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Insubstantial 3 (Hellfire) Regeneration 10 • *57 points*
Hellfire: Ranged Damage 11 • *33 points*
Penance Stare: Perception Ranged Affliction 11 (Resisted by Will; Dazed and Will Impaired, Stunned and Incapacitated • *33 points*
Sense Evil: Senses 4 (mental, tracking 2) • *6 points*

VEHICLE: HELLCYCLE • *29 POINTS*

Medium, STR 1, SPD 7, DEF 0, TOU 8, Insubstantial 3 (Hellfire), Remote Control, Movement 2 (Wall-Crawling, Water-Walking)

ADVANTAGES

All-out Attack, Close Attack 2, Daze (intimidation), Fearless, Great Endurance, Improved Initiative, Languages 3, Move by Action, Power Attack, Ranged Attack 8, Ritualist, Startle

SKILLS

Close Combat: Chain 2 (+12), Expertise: Magic 8 (+9), Insight 8 (+11), Intimidation 14 (+18), Perception 8 (+11), Ranged Combat: (Hellfire) 4 (+8), Vehicles 16 (+20)

OFFENSE

INITIATIVE +8

Chain +12	Close (Reach 2), Damage 11
Hellfire +12	Ranged, Damage 11
Penance Stare	Perception Range, Affliction 11
Unarmed +10	Close Damage 9

DEFENSE

DODGE	8	**FORTITUDE**	13
PARRY	10	**TOUGHNESS**	13
WILL	7		

POWER POINTS

ABILITIES	92	**SKILLS**	30
POWERS	164	**DEFENSES**	22
ADVANTAGES	4	**TOTAL**	300

COMPLICATIONS

Enemy: Mephisto
Relationships: Midnight Sons, Champions of LA, has worked with Spider-Man, Wolverine, and the Hulk
Secret Identity: Johnny Blaze
Transformative: Changes back into Johnny Blaze after justice has been served

SPIRIT OF VENGEANCE

The Ghost Rider inhabits different hosts at different times. In the past it as rode the planes on horseback as the Phantom Rider, as well as in modern times when Daniel Ketch assumed the identity (and currently shares the curse with Blaze). Whenever innocent blood has been spilled, the Ghost Rider comes into being and only transforms back into human form when that evil has been punished.

DANIEL KETCH

Johnny Blaze had been freed from his bond to Zarathos, but teenager **Daniel Ketch** and his sister, Barbara, chanced upon the illegal activities of the crime lord Deathwatch, and Barbara was mortally wounded. Soaked in blood after dragging his sister's body, Dan Ketch came across a mysterious, mystical motorcycle and was transformed into the Ghost Rider. The Rider's return drew the attention of Blaze who, thinking it was Zarathos, set out to exorcise the demon and liberate its host. But Ketch convinced Blaze he wasn't Zarathos. The two became allies, later, learning they were long-lost brothers. Ketch has not reappeared as the Ghost Rider since Zarathos and Johnny Blaze have once again joined.

GLADIATOR

Kallark's history before he joined the Shi'ar's Imperial Guard is largely unknown. As a cadet on Strontia, he and the other candidates for the title of 'Gladiator' were tasked by the Shi'ar Majestor to kill the Strontia council of elders. Being the only cadet loyal enough to the Majestor to murder the council, he was selected to become **Gladiator**.

He became a fiercely loyal and powerful member of the Guard, personally trained by Deathbird, and was named Praetor. Regardless of the Majestor or Majestrix in charge, Gladiator would heed their orders.

Gladiator was one of the Guard members chosen to battle the X-Men over the fate of Jean Grey, who had become the Dark Phoenix. He was also charged with pursuing a group of Skrulls posing as a superhero team. Believing the Fantastic Four to be this group, he attacked them, before uncovering the real Skrulls.

When Vulcan captured a Shi'ar cruiser with intention of attacking the Shi'ar Empire the Imperial Guard were dispatched to stop him. Vulcan was able to hold is own against the gathered forces but was finally defeated by Gladiator (who seriously injured Vulcan).

Vulcan later married Deathbird, and upon murdering Shi'ar Emperor D'Ken, ascended to the throne as Emperor Vulcan. Gladiator conferred with his new Empress before following the orders of Vulcan, but served his new Emperor as he had all others in the past. However, during the War of Kings, he finally disobeyed Vulcan's orders (the execution of Lilandra) and rose up against his Emperor.

Gladiator was present when Lilandra was assassinated by the Fraternity of Raptors agent known as Razor. With Vulcan presumed dead and Deathbird incapacitated, Gladiator took leadership of the fragmented Sh'iar empire in order to prevent another civil war. The Shi'ar, having lost the war with the Kree however are under their rule. **(Str98)**

PERSONALITY

Gladiator is sometimes a figure that seems to be straight out of an Earth tragedy - a noble warrior, following his vow of loyalty to protect the Shi'ar Empire, even when it means attacking those whom he feels are not evil. Gladiator is completely aware of how powerful and important he is and this sometimes comes out in his comments, though he is not given to boasting. In his capacity as Praetor of the Shi'ar Imperial Guard, he has battled the X-Men, the Fantastic Four, Thor and other Earth heroes, although has also allied with them in times of crisis. He is unquestioningly loyal to the Shi'ar Emperor, but tends to interpret orders his own way.

POWERS AND ABILITIES

Gladiator possesses tremendous physical strength. Although, the exact limits of which are unknown, he is one of the physically strongest beings to exist in the Universe, and he has boasted of having moved entire planets.

There is also some speculation that he augments his physical strength with Shi'ar technology, and psionic abilities such as telekinesis, having been able to lift objects like skyscrapers without destroying them. It is also known that if Gladiator begins to doubt himself, all of his powers are affected, becoming weaker and less invulnerable. Besides his physical strength, Gladiator has Superspeed, can fly at sufficient speed to cover interstellar distance, survive unprotected in open space, and fire high-intensity energy beams from his eyes. Because of his unspecified psionic traits, he is resistant to mental attacks as well.

REAL NAME: KALLARK
OCCUPATION: LEADER OF SHI'AR EMPIRE
BASE: SHI'AR IMPERIAL THRONEWORLD
AFFILIATION: SHI'AR EMPIRE
HEIGHT: 6' 6" **WEIGHT:** 595 LBS
EYES: BLUE **HAIR:** DARK BLUE

GLADIATOR PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	14	3	3	10	3	4	12

POWERS

Flight: Array *(30 points)*
- Flight 15 (64,000 MPH) • *30 points*
- Quickness 15, Speed 15 (64,000 MPH) • *1 point*

Heat Vision: Ranged Damage 15 (heat) • *30 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Senses: Senses 15 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment • *15 points*
Super-Speed: Quickness 8 • *8 points*
Super-Strength: Enhanced Strength 5, Limited to Lifting (Lifting Str23; 200,000 tons) • *5 points*

ADVANTAGES

Benefit 2 (Leader of Sh'iar Imperial Guard), Connected, Extraordinary Effort, Inspire, Languages (Inter-Galactic), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+12), Ranged Combat: Heat Vision 8 (+11), Perception 8 (+12), Persuasion 8 (+20), Technology 4 (+12)

OFFENSE

INITIATIVE +2

Heat Vision +11	Ranged Damage +15
Unarmed +12	Close Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	15
PARRY	12	**TOUGHNESS**	18
WILL	15		

POWER POINTS

ABILITIES	134	**SKILLS**	16
POWERS	121	**DEFENSES**	14
ADVANTAGES	10	**TOTAL**	285

COMPLICATIONS

Power Loss: if Gladiator loses faith in himself all his Powers and Abilities ranks are cut in half until he regains confidence
Psionic Powers: Gladiator's abilities are at least in part, psionic, and he subtly (possibly unconsciously) exerts powers like Telekinesis, letting him lift and carry objects that should break under their own weight. His limits are unclear, although Gladiator has boasted of having moved entire planets.
Responsibility: To the Majestrix of the Sh'iar
Weakness: Unspecified form of Radiation

PLANET OF SUPER-HUMANS

Gladiator's origins are a mystery. He was a cadet on the planet Strontia, under the rule of the Shi'ar Empire, but it is unknown if Strontia was Gladiator's planet of origin or if other inhabitants of Strontia – or whatever stellar race Gladiator actually hailed from – possessed the same high-level metahuman abilities as he did, although it is known Gladiator did have a sister who manifested similar powers. Again, it is unknown if these abilities extend to the general population of their native race – or if so, why such a powerful race is so largely unknown, or under the dominion of even an empire as powerful as the Shi'ar. It could even be possible that Gladiator and his sister are the last survivors of their race. Whatever the case, if Gladiator has kin, they aren't much in evidence, as Gladiator is regarded by himself as a galactic power, and so the presence of a planetful of such beings would likely be hard to hide if they existed.

GODZILLA

REAL NAME: GOJIRA
OCCUPATION: GIANT MONSTER
BASE: JJAPANESE ISLANDS
HEIGHT 328' **WEIGHT** 66,000 TONS
EYES: RED **HAIR** NONE

In 1954, the dinosaur that would become the legendary monster, 'Gojira' was living on one of the small islands within the coastal waters of Japan and was exposed to the nuclear fall out from the testing of H-bombs in the outer Pacific.

'Gojira,' - translated to English as **'Godzilla'** - threatened to completely destroy Japan, attacking with a deliberate malice, that some have speculated as retaliation for the bombing of the Pacific.

Godzilla's initial rampage was stopped by a specialized weapon known as the Oxygen Destroyer, but it was not long before Godzilla, or another creature just like him, attacked Tokyo once again,

Worse, it became apparent that the same blasts that created Godzilla, also awakened other strange giant monsters; over the next two decades, the cities of Japan were repeatedly destroyed in giant free-for-alls, as Godzilla was seen to battle any number of bizarre, and probably mutated behemoths. With a territorial claim to the Islands of Japan, Godzilla has defended his land against anything from megalomaniacal terrorists, to full-scale alien invasions. **(Str250)**

PERSONALITY

Godzilla's personality varies, perhaps according to his moods; at times he seems a mindless monster bent on nothing but simple destruction; at other times he seems clever and calculating, defending Earth and his homeland of Japan against all threats, particularly aliens and giant monsters.

POWERS AND ABILITIES

Godzilla's radiation powers manifest in several ways, the best known being his dragon-like atomic breath. He may also release this energy through his skin, vaporizing anything in contact with his flesh.

Godzilla can survive Indefinitely underwater. It is unclear whether he can actually breath underwater or whether he is sustained by his nuclear energy. Godzilla also has incredible resistance to physical damage, wading through most military forces, including atomic blasts – has survived in open space, and the heart of a volcano. His nuclear energy also gives him regenerative powers Godzilla's Nuclear energies must occasionally be recharged by feeding upon nuclear reactors

GODZILLA PL16

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
22	22	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 22. Improved Critical 2 • *46 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 19 (Innate; Permanent), Strike 6 • *54 points*
Invulnerability: Impervious Toughness 22, Protection 1, Regeneration 5 • *28 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 22 (+22), Perception 5 (+8)

OFFENSE

INITIATIVE +0

Atomic Breath +9	Ranged Damage 22, Crit.18-20
Unarmed +9	Close Damage 22

DEFENSE

DODGE	-1	**FORTITUDE**	23
PARRY	1	**TOUGHNESS**	23
WILL	8		

POWER POINTS

ABILITIES	26	**SKILLS**	14
POWERS	138	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	217

COMPLICATIONS

Enemies: King Ghidorah, various other Kaiju
Relationships: Godzilla has been seen in company with a juvenile of the same species, perhaps an adopted son. He has also sometimes allied with other Kaiju, like Mothra and Rodan.
Reputation: Mere word of a Godzilla sighting will cause widespread panic.

GIANT RADIOACTIVE DINOSAR

Godzilla has occasionally demonstrated Power Stunts utilizing the nuclear energy that powers him. Besides his fiery, dragon-like Atomic Breath, he has shown the ability to release his energy in a 'Nuclear Pulse', causing 20 ranks of damage to anything in contact with him. Godzilla must periodically feed on nuclear energies.

HALF-A-CENTURY OF GODZILLA

Godzilla's appearance and temperament have varied dramatically over the years and there is a general consensus that the monster called 'Godzilla' is actually several creatures of the same species – a tyrannosaur-like, semi-aquatic theropod dubbed 'Godzillasaurus' - all sharing the same mutation.

The stats given in the primary entry are for the largest, and most powerful Individuals who have taken the name 'Godzilla' and would be equally applicable to the 'Final Wars' Godzilla or the late nineties 'Heisei-series' Godzilla after the time travel plot device increased his size and power from the 1984 revamp version. The 2014 American Godzilla would also measure up to these stats. More specific versions that vary somewhat from the listed stats are detailed below.

GODZILLA 1984

After a period of inactivity, Godzilla resurfaced in 1984, again attacking Japan with a vengeance, and this Godzilla was significantly bigger than the creature or creatures documented in the past.

It is unclear how many creatures during this period were operating as 'Godzilla'; the 1984 beast could have been an entirely new creature, or the 70's Godzilla, grown larger from exposure to increased radiation; it might have even been the original creature regenerated; complicating things was when time travel was used to retrieve the original dinosaur that became Godzilla (apparently only one of the island's population of Godzillasaurus) bringing it to modern times - this animal was then blasted with modern, nuclear energies, becoming the largest and most powerful incarnation of the creature yet (represented by the primary entry above). It is generally assumed that it was this individual Godzilla that was most often documented during the nineties, or 'Heisei' era. This creature was also regularly seen in the company of an infant of the same species, apparently an adopted son. This Godzilla was eventually consumed by its own radioactivity, a meltdown that might have destroyed the entire planet had it not been absorbed by the adopted juvenile, which transformed 'Junior' into an adult Godzilla. **(Str225)**

PERSONALITY

Godzilla 1984 was a marching engine of destruction, deliberately malevolent, although prone to defending Japan out of territorial instinct. The larger version that emerged after the time-travel incident, displayed parental instinct, and recognition of human allies.

GODZILLA 1984 PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*

Atomic Breath: Ranged Damage 21, Improved Critical 2 • *44 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*

Invulnerability: Impervious Toughness 21, Protection 1, Regeneration 5 • *27 points*

Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 22 (+22), Perception 5 (+8)

OFFENSE

INITIATIVE +0

Atomic Breath +9	Ranged Damage 21, Crit.18-20
Unarmed +9	Close Damage 21

DEFENSE

DODGE	-1	**FORTITUDE**	22
PARRY	1	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	30	**SKILLS**	14
POWERS	133	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	212

COMPLICATIONS

Enemies: G-Force, Biollante.

Heisei Series: The 1984 Godzilla was an effort to make Godzilla serious-minded and frightening again, and was correspondingly scaled larger than the original – even larger after the retroactive time-travel origin. For the larger Heisei -era Godzilla, use the stat box for the primary entry for Godzilla.

Relationships: Godzilla has some unexplained mental connection with the psychic Miki Saegusa.

Reputation: Mere word of a Godzilla sighting will cause widespread panic.

GODZILLA 2000

A new Godzilla appeared on the scene with the Millennium - a smaller version than the previous two, but demonstrating its full rank of atomic powers. It is unclear whether this is the rejuvenated Godzilla Junior, or a new creature entirely. This was the last Godzilla documented so far in modern times, although There is also a future incarnation of Godzilla ('Final Wars' Godzilla), which could be an entirely new creature, or possibly a future-version of the modern Godzilla – if the latter, the creature had once again grown to match its largest recorded proportions, and appearing as powerful as any other incarnation to date. **(Str225)**

PERSONALITY

It's unclear if this was yet another individual or perhaps the now-grown 'Godzilla Junior'; if so, the creature's temperament had drastically changed, from the mellow, friendly juvenile to the aggressive and hostile adult. This Godzilla has also shown deliberate problem-solving actions, as well as recognition of specific humans.

GODZILLA 2000 PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 22, Improved Critical 2 • *46 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Invulnerability: Impervious Toughness 21, Protection 1, Regeneration 5 • *28 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 22 (+22), Perception 5 (+8)

OFFENSE

INITIATIVE +0

Atomic Breath +9	Ranged Damage 22, Crit.18-20
Unarmed +9	Close Damage 21

DEFENSE

DODGE	-1	**FORTITUDE**	22
PARRY	1	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	30	**SKILLS**	14
POWERS	136	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	215

COMPLICATIONS

Enemies: Mecha-Godzilla, Megaguirus, Orgah, various other Kaiju
Final Wars: The Millennium Godzilla resembles the Godzilla presented in the futuristic 'Final Wars', and may, in fact, be thes same creature, although the monster in that film was comparable in size to the Heisei-era beast. For Final Wars incarnation use the primary stats for 'Godzilla'.
Relationships: Godzilla has worked in partnership with other Kaiju, including Mothra and Rodan.
Reputation: Mere word of a Godzilla sighting will cause widespread panic

GODZILLA GMK PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	22	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 22, Improved Critical 2 • *46 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Invulnerability: Impervious Toughness 22, Protection 1, Regeneration 5 • *28 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 10 (Atomic Breath)

SKILLS

Close Combat: Unarmed 2 (+10), Intimidation 24 (+24), Perception 8 (+11)

OFFENSE

NITIATIVE +0

Atomic Breath +10	Ranged Damage 22, Crit.18-20
Unarmed +10	Close Damage 22

DEFENSE

DODGE	-1	**FORTITUDE**	23
PARRY	1	**TOUGHNESS**	23
WILL	8		

POWER POINTS

ABILITIES	**32**	**SKILLS**	16
POWERS	136	**DEFENSES**	18
ADVANTAGES	18	**TOTAL**	224

COMPLICATIONS

Enemies: King Ghidorah, Mothra, Baragon
Relationships: None – this incarnation of Godzilla was a single-minded instrument of instruction, animated by outside forces (see 'A Creature Possessed'); all of his normal contacts would be nullified.
Reputation: Mere word of a Godzilla sighting will cause widespread panic.
True Villain: Motivated by vengeful spirits, the GMK Godzilla was purely bent upon destruction and is actually the team-buster threat that the other Kaiju – including the normally villainous King Ghidorah – band together against..

GODZILLA GMK

While regenerating on the bottom of the Pacific Ocean, the original Godzilla was possessed by the ghosts of all the World War II dead that had died in the sea. Angered at having been forgotten, these spirits guided what might have been the most powerful incarnation of the creature ever into a viscous attack on Japan. This rampage was only halted when the spell was broken and Godzilla's nuclear energy was dispersed once again. **(Str250)**

PERSONALITY

The GMK Godzilla is the ultimate monster, destroying everything in his path, and is actually the menace that other Kaiju gather against.

A CREATURE POSSESSED

This incarnation of Godzilla was created from the disintegrated remains of the original Godzilla, who had been destroyed in 1954 by the Oxygen Destroyer. Possessed by the spirits of the World War II dead – those who had perished in the waters of the Pacific and who were angry over having been forgotten – the creature was regenerated, with powers equal to or even greater than any other known incarnation of the creature to date. The possession is a 19 level spell, although if it were to be broken, the creature's physical form would dissipate once again.

GODZILLA MARVEL PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 20, Improved Critical 2 • *42 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Invulnerability: Impervious Toughness 19, Protection 1 Regeneration 5 • *25 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 21 (+21), Perception 6 (+9)

OFFENSE

NITIATIVE +0

Atomic Breath +9	Ranged Damage 20, Crit.18-20
Unarmed +9	Close Damage 21

DEFENSE

DODGE	-1	**FORTITUDE**	22
PARRY	1	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	30	**SKILLS**	14
POWERS	129	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	210

COMPLICATIONS

Enemies: S.H.I.E.L.D., Yetrigar, Mega-Monsters, Batragon, Doctor Demonicus, Champions, the Fantastic Four, the Avengers. Presumably, all his traditional enemies remained in hibernation back in Japan.
Relationships: During his tenure at Marvel, Godzilla developed a friendship with 12 year-old Robert Takiguchi, who operated the giant robot known as 'Red Ronin'. He also partnered with Devil Dinosaur and, occasionally, allied with S.H.I.E.L.D.
Reputation: Mere word of a Godzilla sighting will cause widespread panic.

GODZILLA MARVEL

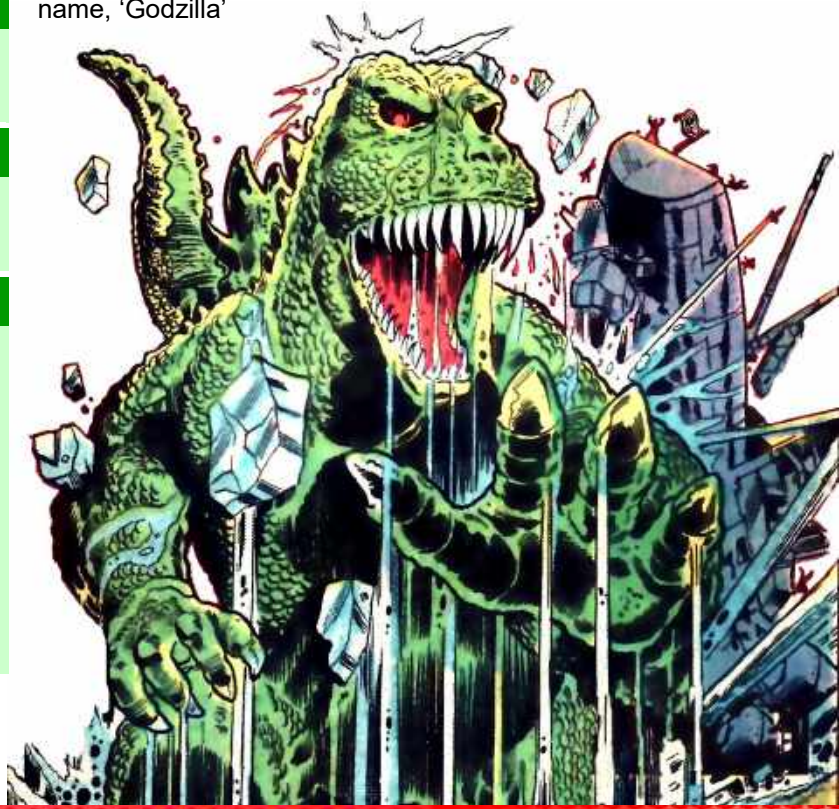
The Kaiju wars leveled off in the 70's as most of the behemoths fell into hibernation, and it was during this time that Godzilla migrated to North America, where he spent approximately two years trekking across the states, an excursion that ended with a massive battle in New York with the Avengers, Fantastic Four, along with the para-military group S.H.I.E.L.D. Upon leaving the United States, Godzilla disappeared into the sea, once again falling into a state of hibernation. **(Str200)**

PERSONALITY

Godzilla at Marvel was only destructive when attacked, and would specifically protect humans.

MARVEL'S MONSTER

Godzilla has occasionally demonstrated Power Stunts utilizing the nuclear energy that powers him; the Godzilla that interacted with the Marvel Universe, however, was strictly a meat-and-potatoes version, that never demonstrated anything other than the standard powers listed above. After the series was canceled, there was also a storyline that suggested that this version of Godzilla had been captured and further mutated into unrecognizable form, by Dr. Demonicus, and eventually killed, although the creature in question seemed much smaller and less powerful – possibly a juvenile member of the Godzilla-clan as there have been a several examples of the 'Godzillasaurus' species known to share a common mutation – and all referred to by the generic name, 'Godzilla'



GODZILLA ORIGINAL PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	1	8	-4	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 20, Improved Critical 2 • *42 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Invulnerability: Impervious Toughness 19, Protection 1 Regeneration 5 • *25 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed (+9), Intimidation 24 (+21), Perception 5 (+8)

OFFENSE

NITIATIVE +0

Atomic Breath +9	Ranged Damage 20, Crit.18-20
Unarmed +9	Close Damage 21

DEFENSE

DODGE	-1	**FORTITUDE**	22
PARRY	1	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	28	**SKILLS**	15
POWERS	130	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	208

COMPLICATIONS

Nuclear Nightmare: Although the original series quickly deteriorated into schlocky kidfare (culminating in the Showa-era), the original Godzilla is a grim allegory of the horrors of nuclear devastation represented in Hiroshima and Nagasaki.
Enemies: The original Godzilla perished before any other Kaiju emerged. The second Godzilla had a menagerie of bizarre mutant adversaries throughout the 70's.
Relationships: The second Godzilla occasional partnered with Mothra and Rodan
Reputation: Mere word of a Godzilla sighting will cause widespread panic..

GODZILLA ORIGINAL

The original Godzilla first attacked Japan in 1954, the first of what would prove to be a plague of Kaiju. Humanity had never seen anything the monster before, and Japan might have been completely destroyed if not for the invention of Doctor Serizawa – the Oxygen Destroyer, a terrible weapon that destroyed all sea life wherever it was detonated. Godzilla was destroyed.

This was not, however, the last humanity would see of the Godzilla clan, as a similar monster appeared less than a year later, and this second beast would be the creature referred to as 'Godzilla' up into the 1970's. **(Str200)**

PERSONALITY

The original Godzilla was a mindless, monolithic terror, plodding relentlessly, destroying anything and everyhing in its path.

GODZILLASAURUS

In 1954, the dinosaur that would become the legendary monster, 'Gojira' was living on one of the small islands within the coastal waters of Japan. It is speculated that this island may have contained a population of these creatures, and that more than one was exposed to the nuclear fall out from the testing of H-bombs in the outer Pacific.

'Birth Island' – where the first **Godzillasaurus** was discovered, may have ties to another famous monster as well. A series of islands along the pacific chain were discovered to have remnant creatures similar to Godzillasaurus.

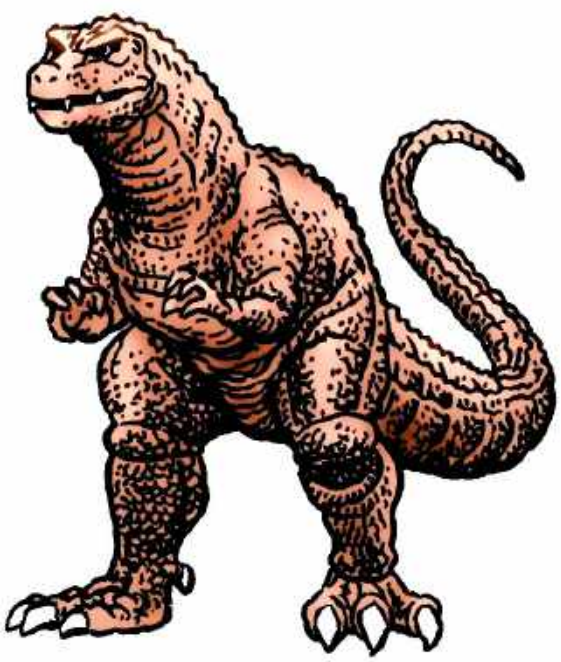
Most famous of these was the notorious 'Skull Island' – home of the mighty giant gorilla, known as 'King Kong.' Skull Island is believed to be the primary source of most of the prehistoric throwback species in evidence today; protected by volcanic gases from the climate change that killed the rest of the dinosaurs, the island had become a literal Lost World, a place where Mesozoic evolution had continued unabated.

Because of its isolation, Skull Island experienced little infiltration from invasive modern animals, save for the '*Megaprimatus kong*' ape-species, which was apparently introduced several million years ago. Nevertheless, such natural forces such as hurricanes, floods, and other storms must have swept hapless creatures out to sea, with some individuals surviving and establishing populations on a number of the other specks of islands scattered loosely throughout the region. The Godzillasaurus is quite similar to Skull Island's '*Vastatosaurus rex'* – similar enough to be subspecies of each other; both are clearly descended from the cretaceous tyrannosaurs, although the Godzillasaurus is significantly larger, and shows adaptations for a semi-aquatic existence.

It is conceivable – even likely – that the Birth Island dinosaurs owe their historical origins to the relic creatures of Skull Island. That would make King Kong and Godzilla co- patriots of each other. It would also explain the instant hostility between King Kong and Godzilla when they first encountered each other in the sixties – back on their native Skull Island, Kong's tribe of giant gorillas and the packs of *Vastatosaurus rex* were deadly enemies. **(Str55)**

PERSONALITY

The Godzillasaurus behaved pretty much like any typical *T. rex* would. When it saw people, it chased them, and tried to eat them. Any heroics assigned the beast (like chasing off an American battalion) are purely circumstantial.



GODZILLASAURUS PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	11	0	1	8	-4	3	0

POWERS

Amphibious: Swimming 1 • *1 point*
Growth: Growth 9 (Innate; Permanent) • *18 points*
Scaly Hide: Protection 3 • *3 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 5, Penetrating 10 • *15 points*

ADVANTAGES

All-out Attack, Improved Critical (Teeth), Improved Grab, Improved Initiative, Power Attack

SKILLS

Close Combat: Teeth 1 (+9), Expertise (Survival) 5 (+1), Perception 8 (+11)

OFFENSE

INITIATIVE +4

Teeth +9 — Close Damage 16 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	4	**FORTITUDE**	14
PARRY	6	**TOUGHNESS**	14
WILL	3		

POWER POINTS

ABILITIES	20	**SKILLS**	7
POWERS	40	**DEFENSES**	13
ADVANTAGES	5	**TOTAL**	78

GODZILLA 2014

In the spring of 2014, **Godzilla** finally arrived on American shores. In the new American treatment, Godzilla is no longer a dinosaur, but a much older creature – similar to the origin provided in the first sequel to ***Godzilla King of the Monsters, Gigantis the Fire Monster***, where Godzilla and his kin are explained as 'Fire Monsters' from a time when the Earth was too hot for modern life. In the Legendary treatment, these creatures feed on radiation. Godzilla was the apex predator in this primordial environment, and was originally awakened in 1954, by nuclear submarines, and what the public believed to be nuclear testing in the Pacific were actually attempts to kill the monstrous creature.

Worse, other creatures from that ancient ecosystem are revealed to have survived as well. Spore from a gigantic parasite is discovered among the fossilized remains of one of the Godzilla species – a spore that hatches and attacks a Japanese power plant where its developing powers – notably a electromagnetic pulse - cause a meltdown. The creature cocoons on the site and is allowed to grow under careful paramilitary observation, until it finally matures, escaping its enclosure, sending out electromagnetic pulses – signaling for a mate – the spore of which has been unknowingly hatched in the radiation dump in the Nevada desert. The two giant parasites – dubbed 'MUTOs' by the military (Massive Unidentified Terrestrial Organism… although one of them quickly demonstrates the ability to fly) began moving towards one another, demolishing everything in their path, converging in San Francisco.

But Godzilla has arrived as well, the natural enemy of the MUTOs, and he engages both beasts in a running battle across the city. The military opts to pull back and let the beasts fight, hoping Godzilla can kill the MUTOs before they can reproduce, and possibly luring all three monsters far enough outside the city to attack with nukes… a plan which goes astray when one of the nuke-eating MUTOs grabs the warhead for a snack, threatening to set it off within the city. Godzilla eventually saves the day, killing both MUTOs, saving the life of the film's nominal hero in the process, and finally retreats back into the sea. **(Str275)**

PERSONALITY

Godzilla 2014 is a 'balancing force' of nature as opposed to the mindless destructor of the original film, and while seeming to act on animal instinct, also displays savvy battle tactics. He seems uninterested in humans, ignoring and even avoiding navy ships, and is mostly focused on destroying the MUTOs,

POWERS AND ABLITIES

The Legendary Godzilla is the largest-scaled incarnation of the monster-king ever to walk the screen, towering over three-hundred and fifty feet tall with sufficient invulnerability so as to be unaffected by 1950's-level nuclear weapons. He also displays the traditional abilities to survive underwater – apparently with gills on the side of his neck – and can live in a state of suspended animation for millions of years. Most spectacular is his mighty atomic ray beam. The atomic ray apparently drains Godzilla's energies has he seems to use it sparingly – like a snake's venom – a super-weapon of last resort.

GODZILLA 2014 PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	22	0	1	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*
Atomic Breath: Ranged Damage 22, Improved Critical 2 • *46 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 19 (Innate; Permanent), Strike 6 • *54 points*
Invulnerability: Impervious Toughness 22, Protection 1, Regeneration 5 • *28 points*
Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, *Improved Critical 2 (Atomic Breath),* Improved Grab, Improved Hold, Power Attack, Ranged Attack 9 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 22 (+22), Perception 5 (+8)

OFFENSE

INITIATIVE +0

Atomic Breath +9	Ranged Damage 22 Crit.18-20
Unarmed +9	Close Damage 22

DEFENSE

DODGE	-1	**FORTITUDE**	23
PARRY	1	**TOUGHNESS**	23
WILL	8		

POWER POINTS

ABILITIES	**30**	**SKILLS**	14
POWERS	138	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	217

COMPLICATIONS

Enemies: The 2014 Godzilla species is the natural enemy of the MUTO monsters, which resemble modern spider-wasps, who parasitically lay eggs in other animals corpses.
Relationships: None, although the super-secret research organization known as 'Monarch' has records of other giant creatures besides Godzilla – apparently the classic Toho monster cast of Rodan, Mothra, and the deadly King Ghidorah. King Kong is also a founding member of the Legendary 'monster-verse'.
Reputation: Mere word of a Godzilla sighting will cause widespread panic.

MUTO PL15 161 POINTS

Abilities: Str 21 **Sta** 21 **Agi** 0 **Dex** -1 **Fgt** 6 **Int** -4 **Awe** 1 **Pre** -3

Powers: Claws: Strength-based Damage 1, **Electromagnetic Pulse:** Area Affliction 20, **Growth** 19 (Innate; Permanent) Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with footsteps), Impervious Toughness 20, Protection 1

Advantages: All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Grab, Improved Hold, Power Attack

Skills: Close Combat: Claws 2 (+8), Intimidation 24 (+20)

Offense: Initiative +0, Electromagnetic Pulse, Area, Affliction 20, Claws +8, Close Damage 22

Defense: Dodge -2, Parry 0, Fortitude 22, Will 4, Toughness 22

Totals: Abilities 6 + Powers 120 + Advantages 8 + Skills 13 + Defenses + 14 = 161

Complications: Male MUTO: PL14, Str 19 **Sta** 19 **Agi** 6 **Dex** 1 **Fgt** 6 **Int** -4 **Awe** 1 **Pre** –3; **Flight** 7 (250 mph) (Flaws: Winged), Movement 2, **Growth** 18

ZILLA

In 1998, a bizarre giant creature, apparently a giant mutated iguana, attacked New York City. The Americans referred to this creature as 'Godzilla', even though it was clearly a different species, and the Japanese have since given the creature the moniker, **'Zilla.**'

Zilla's origin stems from French nuclear testing in the late twentieth century, and it first made it's presence known after it attacked a number of fishing boats on rout to Manhattan Island, where it caused havoc on arrival simply from its great size as it wandered throughout the city.

The creature's real threat, however, turned out to be the fact that it reproduced asexually, burrowing under the city and laying over two-hundred eggs. These eggs actually managed to hatch, producing hundreds of voracious six-foot offspring, but the nest was destroyed before it could be ascertained if each of these hatchlings would have likewise reproduced in similar numbers.

The parent Zilla was killed shortly after its brood by fighter jets, but one hatchling survived – a creature that bonded with the first creature it contacted – in this case the scientist Nicholas Tatopolus, and after it quickly grew to adulthood, behaved like a giant guard dog for Tatopolus and his team. **(Str125)**

ZILLA PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	15	0	2	8	-3	3	0

POWERS

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6 • *6 points*

Atomic Breath: Ranged Damage 14, Limited to 2nd generation • *28 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*

Scaly Hide: Protection 1 • *1 point*

Senses 4 (Low-Light Vision, Scent, Track) • *4 points*

Speed 3 (250 mph) • *3 points*

ADVANTAGES

All-out Attack, Fast Grab, Power Attack, Ranged Attack 7 (Atomic Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 20 (+20), Perception 5 (+8)

OFFENSE

INITIATIVE +1

Unarmed +9	Close Damage 19
Atomic Breath +9	Ranged Damage 14

DEFENSE

DODGE	1	**FORTITUDE**	20
PARRY	2	**TOUGHNESS**	16
WILL	2		

POWER POINTS

ABILITIES	18	**SKILLS**	13
POWERS	105	**DEFENSES**	20
ADVANTAGES	11	**TOTAL**	167

PERSONALITY

Animal intelligence, greater than normal for a reptile, comparable to a dog.

POWERS AND ABILITIES

Besides its great size, Zilla was also incredibly fast, out-sprinting Black Hawk helicopters. The original Zilla also demonstrated the ability to procreate asexually, laying over 200 eggs at a time. It is unknown whether this creature was capable of laying more than a single clutch of eggs or would have periodically continued to produce additional broods. At the time, it was feared that each offspring would possess a similar asexual reproductive ability (which would have caused a worldwide crisis from a mass population of these giant creatures), although the one survivor of this brood apparently did not – perhaps the equivalent of a drone. This lone survivor also demonstrated the ability to breathe atomic fire.

MORE GODZILLAS

GIGANTIS PL15 210 POINTS

Abilities: Str 21 **Sta** 21 **Agi** 0 **Dex** 1 **Fgt** 8 **Int** -3 **Awe** 3 **Pre** 0

Powers: Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6, **Atomic Breath:** Ranged Damage 20, **Growth:** Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 – *54,* **Invulnerability:** Impervious Toughness 19, Protection 1, Regeneration 11, Improved Critical 2, **Senses:** Senses 4 (Low-Light Vision, Detect Radiation, Scent)

When the second Godzilla appeared, it was initially given the moniker, **'Gigantis'** in the states, due to licensing reasons. Initially this creature was identical to the original Godzilla, maintaining its villain status up until King Ghidorah appeared on the scene, necessitating the very first union of monsters, and Godzilla's first portrayal as a protector. This is also the point in which the Gigantis-Godzilla begin to morph into the 'Showa-Era' Godzilla. **(Str200)**

GODZILLA JUNIOR PL14 198 POINTS

Abilities: Str 20 **Sta** 18 **Agi** 0 **Dex** 1 **Fgt** 8 **Int** -3 **Awe** 3 **Pre** 0

Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6, **Atomic Breath:** Ranged Damage 20, Improved Critical 2, **Growth:** Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6, **Invulnerability:** Impervious Toughness 18, Protection 1, Regeneration 10, **Senses:** Senses 4 (Low-Light Vision, Detect Radiation, Scent)

Godzilla has traditionally had a 'son' – generally considered to be adopted, although this has never been specifically specified. With the presumption in place that there was a population of Godzillasaurus on Birth Island, Godzilla could have easily have had a mate back when he was still a humble tyrannosaur, leaving behind an egg clutch that could have been irradiated, just as the adult dinosaur was. Just as easily, it could be a younger sibling. But in any case, Godzilla has assumed responsibility for the care of the juvenile.

Godzilla Junior has appeared as a hatchling, a toddler, and 'teen-age', and at the death of the Heisei-era Godzilla, Junior absorbed all of his dad's energy, becoming a full adult. It is unclear if Godzilla Junior is the adult Godzilla 2000 (and current version of the character). **(Str150)**

GODZILLA SHOWA-ERA PL15 203POINTS

Abilities: Str 21 **Sta** 21 **Agi** 0 **Dex** 1 **Fgt** 8 **Int** 1 **Awe** 1 **Pre** 1

Powers: Aquatic: Immunity 4 (Cold, Heat, Pressure, Radiation), Movement 1 (Environmental Adaptation – Aquatic), Swimming 6, **Atomic Breath:** Ranged Damage 20, Improved Critical 2, **Growth:** Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 – *54,* **Invulnerability:** Impervious Toughness 19, Protection 1, Regeneration 11, **Senses:** Senses 4 (Low-Light Vision, Detect Radiation, Scent)

The **Show-Era Godzilla** represented the monster'-king's final transformation into a little kid's character – an out-and-out superhero, with a wide variety of power stunts, up to and including atomic beam-propelled flight, and martial-arts style fighting moves (including tail sides), versus silly-looking monsters that had more in common with Big Bird or the New Zoo Revue than a creature feature. The Show-Era represents the extinction point of the horror character – a pattern that was first seen with the classic universal monsters – the point where it becomes farce and they start over again with the original menacing portrayal – a pattern that was arrested by bringing the increasingly humanized Heisei Godzilla series to an end, before unfortunately finally repeating as the Godzilla Millennium series deteriorated into the campy Godzilla Final Wars… and then into hiatus ever since. **(Str200)**

COMIC BOOKS AND CARTOONS

Hanna-Barbera: Godzilla finally appeared in an American cartoon during the late seventies – a decidedly T. rex-oriented design, aligned with the crew of the research-vessel, the 'Calico', and given eye-lasers on top of his fiery-looking atomic breath – as well as an overly-cute, and rather annoying flying miniature nephew – 'Godzooky'. Yeah, I know, but it was a big deal show to us kids in the 70's.

Zilla: Still wearing the moniker 'Godzilla' – Zilla appeared in an American cartoon, based on the Tri-Star movie. Better received by fans than the movie, jettisoning the asexual tribble-style reproduction, giving him back his atomic breath, and having a few other monsters for him to fight.

Dark Horse, IDW: Besides his high-profile run at Marvel, Godzilla has also appeared in a number of more modern titles from the independents comic book companies, such as Dark Horse and IDW. For the most part these interpretations are based on the more serious Heisei-Godzilla, or the early Millennium Godzilla, depending upon the artists.

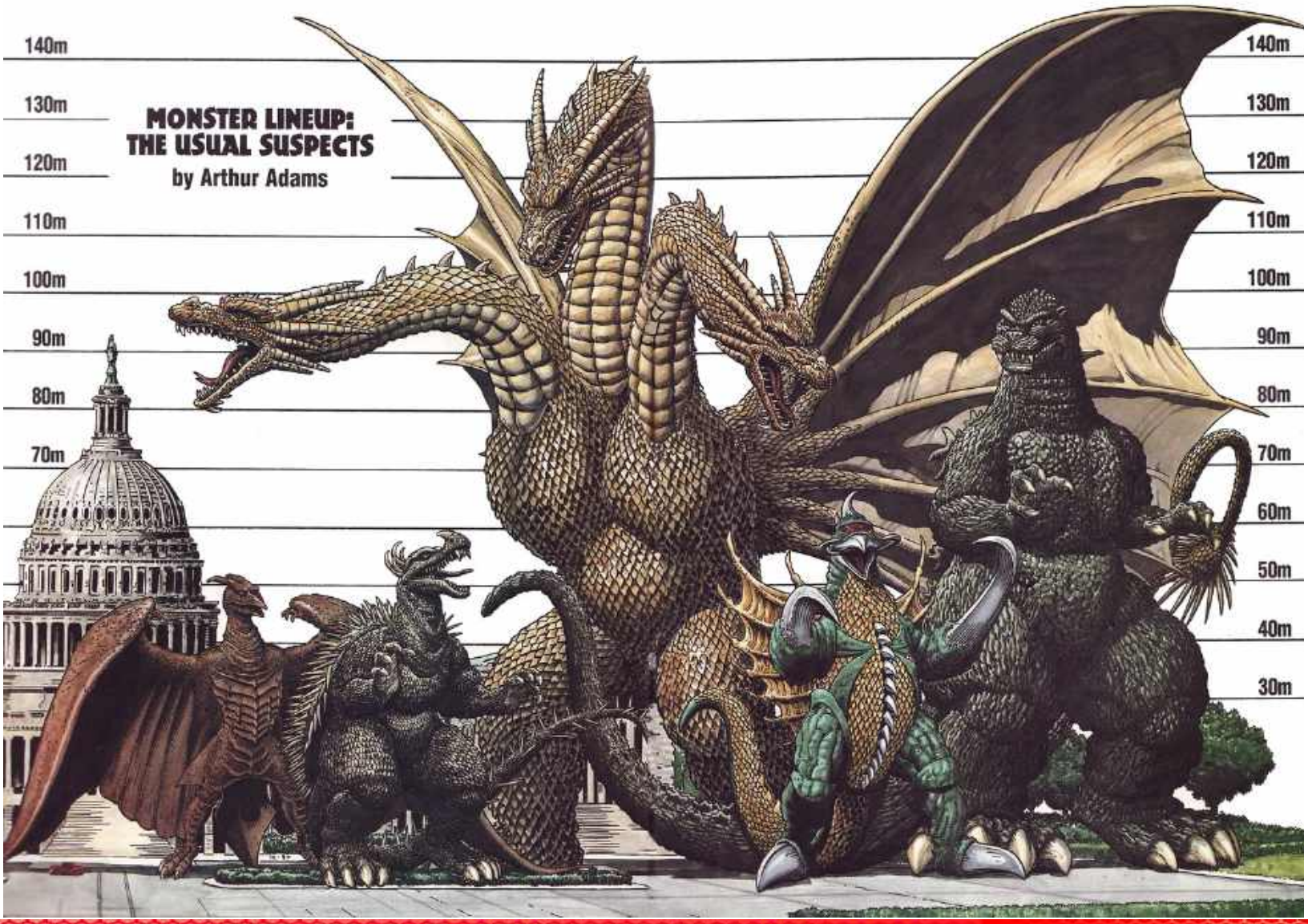
KAIJU

Godzilla was only the first of a marching army of giant monsters that made their way out of Japan, staring in the 1950's. Although giant monsters on the loose were a worldwide phenomenon, during this period, the Japanese beasts branched off into their own unique genre – the **'Kaiju'** (most often portrayed by men in costumes) – massive creatures resembling the ancient Japanese 'oni' demons, often given radioactive origins, but also coming from mysticism and legend, and even from outer space.

Like Godzilla himself, most early Kaiju were originally introduced as terrifying monsters, although as the genre evolved, Kaiju inevitably became divided into good-guy and bad-guy monsters – a period climaxing in the 70's whereupon the movies – originally frightening, cautionary tales of nuclear holocaust – had deteriorated into pre-school-aged children's fare. When the genre was relaunched in the 80's with Godzilla '84, there was an attempt to return to a serious tone, with frightening destructive monsters, but – perhaps just an innate trait of the species – the good-guy/bad-guy pattern eventually reemerged once again.

BASE: JAPANESE ISLANDS
BEST KNOWN MEMBERS: ANGUIRUS, BARAGON, BATTRA, BIOLLANTE, DESTROYAH, EBIRAH, GAMERA, GYAOS, GIGAN, GODZILLA, GODZILLA JUNIOR, GOROSAURUS, HEDORAH, KAMACURUS, KING KONG, KING GHIDORAH, KUMONGA, MANDA, MECHAGODZILLA, MECHAKONG, MEGAGUIRUS, MEGALON, MOTHRA, ORGAH, RODAN, SPACE GODZILLA, VARAN
HEADQUARTERS: MONSTER ISLAND (VARIES)
VEHICLES: INAPPLICABLE

Almost all Kaiju are Japanese - usually from Toho Studios - although there are a couple of Korean and Chinese contributions (and a conditional inclusion of the English 'Gorgo'), and these monsters are a staple of the culture, with literally hundreds, if not thousands, of different monsters gracing the Japanese media. The most well-known and popular are listed here



BIOLLANTE

Biollante was the first of the 'Heisei-era' Kaiju that rose in the wake of Godzilla '84's reemergence – a monstrous, tendriled plant, Biollante is a DNA mix of Godzilla, a rose, and a human woman, engineered via biotechnology. In a bizarre attempt to salvage the life essence of his beloved daughter, Erika, geneticist Dr. Shiragami combined Erika's DNA with that of her favorite roses, to guarantee her immortality, added the eternally self-reproducing DNA of Godzilla. The result is a towering monster plant that, at first, blooms into a giant rose but, after being attacked with Godzilla's radioactive ray, mutates to an even larger from, replacing its flower petals with fang-lined jaws, fearsome tendrils, and bristling dorsal spines, shifting its genetic dominance from the gentle human, Erika, to the bestial King of Monsters.

Although essentially immobile, under duress, Biollante can uproot itself, and travel overland, using its roots as legs. Its whiplashing tendrils with their sharp thorns proved capable of piercing Godzilla's thick hide, and may serve as constricting tentacles. Biollante can also spit a stream of corrosive radioactive sap. If destroyed, it may go to seed, mutating into a new form.

Biollante's battle with Godzilla ended after the King of Monsters destroyed the plant monster, dissolving into a shower of spores, which in turn activated a virus that had been injected into Godzilla's system, causing the Monster King to weaken and retreat into the ocean. Biollante's spores were released into space, freeing the trapped soul of Erika. There is speculation that these spores were responsible for the creation of the star-spanning monster, 'Space-Godzilla'. **(Str250)**

BIOLLANTE PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	23	-1	1	6	-3	3	0

POWERS

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 20 (Innate; Permanent), Strike 6 • *55 points*

Invulnerability: Immunity 4 (Cold, Heat, Pressure, Radiation), Impervious Toughness 23, Regeneration 11 • *40 points*

Radioactive Sap: Damage 19 • *19 points*

Senses: Senses 4 (Low-Light Vision, Detect Radiation, Scent) • *4 points*

Tendrils: Damage 20, Extra Limbs 2, Multiple Attack 2 • *24 points*

ADVANTAGES

All-Out Attack, Close Attack 2, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Grab, Improved Hold, Improved Trip, Power Attack

SKILLS

Close Combat: Tendrils 1 (+9), Intimidation 21 (+21)

OFFENSE

INITIATIVE +0

Radioactive Sap	Area, Damage 19
Tendrils +9	Close (Reach 20) Damage 20
Teeth +8	Close Damage 22

DEFENSE

DODGE	-4	**FORTITUDE**	23
PARRY	-2	**TOUGHNESS**	23
WILL	2		

POWER POINTS

ABILITIES	22	**SKILLS**	11
POWERS	143	**DEFENSES**	10
ADVANTAGES	11	**TOTAL**	193

COMPLICATIONS

Enemies: Godzilla

Immortality: If killed, Biollante's body releases spores into the atmosphere that will grow a new, even more powerful body.

GODZILLA CELLS

Biollante was the first monster created with Godzilla's own DNA. After Biollante's spore was released into space, this DNA combined with a crystalline lifeform to create Space Godzilla. The monster Orgah was also a combination of an alien lifeform and Godzilla DNA.

DESTROYAH

In the tradition of hero killers like Doomsday and Bane, **Destroyah** emerged as Godzilla's ultimate nemesis – created by the only weapon that could kill the Monster King – the Oxygen Destroyer.

In Tokyo Bay, where the original Godzilla was destroyed the residue of the Oxygen Destroyer evolved a colony of microscopic, Precambrian-era crustaceans into a giant armored, flying behemoth dubbed 'Destroyah'. The monster attacked Japan, battling and killing the half-grown Godzilla Jr. before being engaged by Godzilla himself, who killed the Destroyah, but his injuries forced his already out-off-control radiation into meltdown, consuming his body and nearly the entire planet. Luckily, the excess radiation was absorbed by Godzilla Jr., reviving him and aging him into an adult. **(Str250)**

DESTROYAH PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	22	0	0	8	-4	0	-3

POWERS

Flight: Flight 8 (500 mph) (Flaws: Winged) • *8 points*

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 20 (Innate; Permanent), Strike 6 • *56 points*

Horn Laser: Ranged Damage 19 • *38 points*

Micro-Oxygen Beam: Ranged Damage 21 (Improved Critical 4) • *42 points*

Invulnerability: Immunity 10 (Life Support), Impervious Toughness 19, Regeneration 11 • *40 points*

Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*

Summon: Summon 4 (Larvae Minions), (Mental Link, Sacrifice) (Active, Controlled, Horde, Multiple Minions 8) • *20 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Critical 4 (Micro-Oxygen Beam), Improved Grab, Power Attack, Ranged Attack 8

SKILLS

Intimidation 22 (+22), Ranged Combat: Micro-Oxygen 2 (+10)

OFFENSE

INITIATIVE +0

Horn Laser +8	Ranged Damage 19
Micro-Oxygen +10	Ranged Damage 21 (Improved Crit 16-20)
Unarmed +8	Close Damage 22

DEFENSE

DODGE	-3	**FORTITUDE**	22
PARRY	-1	**TOUGHNESS**	22
WILL	2		

POWER POINTS

ABILITIES	10	**SKILLS**	11
POWERS	150	**DEFENSES**	10
ADVANTAGES	16	**TOTAL**	217

COMPLICATIONS

Enemies: Godzilla, Godzilla Junior
Minions: Destroyah can summon and control hordes of larvae as minions.
Multiple Forms: Destroyah went through several molts to reach its adult form, from man-sized larvae (STR: 8, STA: 10, Micro-Oxygen Beam 8), to its intermediate sub-adult form (-4 from STR, STA from primary stats, Micro-Oxygen Beam 20).

GAMERA

The other 'Big G' - one of the most powerful of Kaiju - Gamera hails from Toho's competing film company, Daiei, and therefore exists in a separate Kaiju universe than Godzilla, so the two have never met. Gamera is a giant, fire-breathing, prehistoric turtle, with the ability to fly – either by withdrawing his arms, legs and head into his shell and spinning like a flying saucer – or at a somewhat slower airspeed, by only withdrawing his legs, and flying in a straight line. Like Godzilla, Gamera was similarly awakened by nuclear testing, and likewise launched an attack on Japan, which was initially stopped by luring the giant reptile onto a rocketship and launching him into space. The rocket, however, eventually crashed back on Earth, freeing Gamera, to engage in a new series of monster battles.

Similar to Godzilla, albeit much more quickly, Gamera morphed first into a good-guy, and then to an out and out children's character – even described as a protector of children.

Also like the Big G, Gamera was revived during the Heisei-era, returning to a more serious and (by Japanese standards), high-budget version, although the revamped character retained the 'good-guy' moniker from the jump of the new series as '*Gamera, Guardian of the Universe'*. **(Str200)**

GAMERA PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
21	21	0	1	8	0	1	0

POWERS

Flight: Flight 8 (500 mph) (Flaws: 'Saucer-form' only, with all four legs and head tucked into his shell; may reduce to 7 by retracting his rear legs only), Movement 2 (Space Travel 2) • *12 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 19 (Innate; Permanent), Strike 6 • *54 points*
Fire Breath: Ranged Damage 18 • *36 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 22 (Limit: -4 (19) at spots not protected by his shell, Protection 1 • *23 points*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Grab, Power Attack, Ranged Attack 9 (Fire Breath)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 10 (+10) Perception 13 (+14)

OFFENSE

INITIATIVE +0

Fire Breath +9	Ranged Damage 18
Unarmed +9	Close Damage 21

DEFENSE

DODGE	-1	**FORTITUDE**	21
PARRY	1	**TOUGHNESS**	22
WILL	8		

POWER POINTS

ABILITIES	28	**SKILLS**	12
POWERS	112	**DEFENSES**	11
ADVANTAGES	9	**TOTAL**	172

COMPLICATIONS

Enemies: Gyaos, Baragon
Responsibility: Gamera guards the Earth against hostile alien races and rogue Kaiju
Reputation: Good guy or not, Gamera is still a giant monster and a mere sighting will send people fleeing.

GOROSAURUS

The giant tyrannosaur eventually dubbed 'Gorosaurus' was introduced during Toho's attempt at recreating the original, 1933 King Kong versus *T. rex* battle – a bout featured in Kong's second Toho film, 'King Kong Escapes.'

Although he is killed by Kong, the Gorosaurus (or possibly another member of the same species) returned in a number of subsequent films, mostly in cameos, except for one prominent appearance when he helped defeat King Ghidorah in 'Destroy All Monsters. The most straightforwardly dinosaurian Kaiju in the Toho pantheon – Gorosaurus' design is closely based on the *Tyrannosaurus rex* in Rudolph Zallinger's famous mural. **(Str150)**

GOROSAURUS PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	19	0	-1	8	-4	3	0

POWERS

Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Scaly Hide: Protection 2 • *2 points*
Senses 4 (Low-Light Vision, Scent, Track) • *4 points*
Teeth: Strength-based Damage 1, Penetrating 10 • *11 points*

ADVANTAGES

All-out Attack, Fast Grab, Improved Critical (Teeth), Power Attack

SKILLS

Intimidation 20 (+20)

OFFENSE

INITIATIVE +1

Teeth +8 Close Damage 21 (Penetrating 10) Crit. 19-20

DEFENSE

DODGE	-1	**FORTITUDE**	20
PARRY	1	**TOUGHNESS**	21
WILL	8		

POWER POINTS

ABILITIES	26	**SKILLS**	17
POWERS	69	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	132

KING GHIDORAH

King Ghidorah is the traditional arch-nemesis of Godzilla – a planet-destroying space-dragon that arrived on Earth in a meteorite – a menace that requires the first team-up of monsters – the 'trinity of Kaiju' – Godzilla, Mothra, and Rodan. In fact, it was King Ghidorah who transformed the other monsters into heroes. A giant, three-headed, flying dragon, that fires energy beams (gravity beams) from all three heads, besides being much larger than other Kaiju (proportionately, depending up on the era). Ghidorah maintained his status as the ultimate Kaiju villain – the team buster – up until being defeated by the monster union, led by Godzilla, in Destroy All Monsters. After that, he tended to be teamed with other monsters, entering in to the tag-team matches of the Showa era.

King Ghidorah's origin was given a new spin during the Heisei era – or possibly just an additional twist, as one origin doesn't necessarily predispose the other – as the three-headed horror is shown to have been born on Earth – a mutated amalgamation of three small dragon-like creatures called 'Zorats', planted by time traveling fugitives from Earth's future as a doomsday weapon (a Terminator-esque attempt to retroactively destroy Japan). King Ghidorah's rampage is halted when the dragon beast is killed by Godzilla, whereupon, the three-headed monster is itself transformed into a cyborg and used to defend Japan from Godzilla's own rampage, although this creature is also destroyed in the effort.

The 'zorat' origin doesn't necessarily negate the earlier interpretation of King Ghidorah as a planet-destroying space-creature – especially considering the time travel angle, there that there could be more zorats out there – which would mean more King Ghidorahs as well – possibly a whole race of Ghidoran space-dragons that all begin life as tiny rodent-like creatures. Other, more conflicting origins, were introduced throughout the Heisei era, including the updated Mothra series, as well as 'Godzilla GMK' (where, in a unique reversal, King Ghidorah was actually presented as a good guy, aligning with other monsters against the menace of Godzilla) – providing both godly and supernatural beginnings.
Of course, the mighty three-headed, Kaiju-villain returned full circle as the ultimate menace from space in 'Godzilla: Final Wars,' as the final weapon of the alien invaders – again to be vanquished by Godzilla. **(Str225)**

KING GHIDORAH PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	22	0	1	8	-3	3	0

POWERS

Flight: Flight 8 (500 mph) (Flaws: Winged), Movement 2 (Space Travel 2), Burst Area Damage 18, Burst Area Move Object 18, (Limited to Flight Path) • *48 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 20 (Innate; Permanent), Strike 6 • *58 points*
Gravity Beams: Ranged Damage 19, Multiattack 1 • *39 points*
Invulnerability: Immunity 10 (Life Support), Impervious Toughness 19, Protection 1, Regeneration 11 • *41 points*
Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*
Three-Headed Monster: Extra Limbs 2 (Three Heads, Two Tails) • *2 points*

ADVANTAGES

All-Out Attack, Benefit (Ambidexterity), Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Grab, Power Attack

SKILLS

Intimidation 22 (+22), Perception 13 (+14), Ranged Attack (Gravity Beams) 11 (+11)

OFFENSE

INITIATIVE +0

Air Blast	Burst Area, Damage 18, Dodge DC 35
Gravity Beams +11	Ranged Damage 19
Unarmed +9	Close Damage 22

DEFENSE

DODGE	-2	**FORTITUDE**	22
PARRY	2	**TOUGHNESS**	23
WILL	2		

POWER POINTS

ABILITIES	28	**SKILLS**	23
POWERS	186	**DEFENSES**	12
ADVANTAGES	19	**TOTAL**	268

COMPLICATIONS

Enemies: King Ghidorah is traditionally the enemy of almost all other Kaiju, with particular enmity with Godzilla.
Relationships: King Ghidorah has often been a pawn of Alien Invaders, who will occasionally ally him with a similarly mind-controlled Kaiju ally.
Reputation: King Ghidorah is a destroyer of worlds.

MECHAGODZILLA

Mechagodzilla was a giant robot double of Godzilla created by a race of Planet-of-the-Apes-looking aliens. Forged from 'space titanium', Mechagodzilla was nearly indestructible, and armed with an array of lasers, missiles, blades, explosives, and jet-propelled flight. Mechagodzilla introduced brief new-life in the rapidly-deteriorating 'Showa-era' series, and was brought back during the more serious 'Heisei series.

Mechagodzilla adapted different forms and origins depending upon the era. The space-alien anglewas replaced in the Heisei-era with an Earth-born creation of the UN's 'Godzilla Countermeasures Center' and was designed by salvaging the futuristic technology of Mecha-King Ghidorah, from the bottom of the ocean (the GCC also used this technology to create a second anti-Godzilla robot, Moguera). In the 'Millennium-era' series, Mechagodzilla was created with DNA obtained from the skeletonized remains of the the original Godzilla – this incarnation, ironically intended as an anti-Godzilla weapon, unfortunately inherited the destructive insticts of its genetic sire, going on a rampage of its own, which was only stopped when it was destroyed by the modern Godzilla. **(Str250)**

MECHAGODZILLA PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
22	-	0	1	8	-	-	-

POWERS

Armor: Protection 23, Impervious Toughness 23 • *46 points*
Flight: Flight 6 (120 mph) • *12 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 19 (Innate; Permanent), Strike 6 • *54 points*
Sensory Systems: Sensors 8 (distance sense, time sense, analytical vision, extended vision, dark vision, infrared vision) • *8 points*
Weapon Systems: Array *(50 points)*
- **Electric Shock Cables 'Godzilla Crusher':** Damage 22 (Limit: touch only) • *46 points*
- **Energy Blast:** Ranged Damage 22 • *1 point*
- **Energy Field:** Protection 22, Impervious • *1 point*
- **Missiles:** Ranged Damage 20, Burst Area 4 • *1 point*
- **Paralysis Missiles:** Ranged Affliction 20 • *1 point*

ADVANTAGES

All-Out Attack, Diehard, Great Endurance, Favored Foe (Kaiju), Fearless, Improved Grab, Improved Hold, Power Attack, Ranged Attack (Weapons Systems)

SKILLS

Close Combat: Unarmed 1 (+9), Intimidation 20 (+20), Perception 5 (+6)

OFFENSE

INITIATIVE 0

Energy Beams +10	Ranged, Damage 21
Electric Shock Cables +8	Close (Reach 20) Damage 22
Missiles +10	Area, Damage 20
Unarmed +8	Close Damage 22

DEFENSE

DODGE	-1	**FORTITUDE**	Immune
PARRY	1	**TOUGHNESS**	22
WILL	Immune		

POWER POINTS

ABILITIES	-22	**SKILLS**	10
POWERS	166	**DEFENSES**	10
ADVANTAGES	9	**TOTAL**	175

COMPLICATIONS

Enemies: Godzilla, Rodan **Relationships:** The original Mechagodzilla was an alien super-weapon. The revamp version was a creation of the UN **Reputation:** Mere word of a Mechagodzilla sighting will cause widespread panic.

MOTHRA

Mothra was the first of the Kaiju to break away from the 'giant radioactive prehistoric monster' mold – a deity to the natives of Infant Island – and mystically bound to the tiny six-inch twin sisters, the Ailenas – can summon Mothra through song (and sometimes float around on a flying carpet.) - Mothra is a giant Moth, that runs through a periodic cycle of death and rebirth, laying an egg which hatches into giant larvae.

Mothra is the first of the heroic, 'good-guy' Kaiju, acting as a protector of her island worshipers and, when necessary, the world itself. It was Mothra who organized the first Terran monster front against the alien King Ghidorah, by convincing Godzilla and Rodan to unite against the common enemy (facilitating Godzilla's own transformation into a good-guy). Although not the most powerful of Kaiju, Mothra's intelligence and heroic spirit have actually allowed her to single-handedly defeat such powerhouses as King Ghidorah and even Godzilla himself.

In the Heisei-era revamp, Mothra was given a dark counterpart, Battra – who was still a giant moth, albeit a nastier, armored one – with whom she shared an eternal feud, although worked in tandem with to protect the Earth from a prophesied asteroid (as well as defeating Godzilla once again). Mothra's deity has also been attributed to an ancient running battle through time with various versions of King Ghidorah.

While not generally considered the most powerful Kaiju, Mothra has traditionally been able to trap stronger opponents, like Godzilla and others, by wrapping them in a spider-like silk, although the Heisei-era adult Mothra was given an energy beam as well. She is also capable of attacking with powerful windblasts, similar to Rodan. . **(Str180)**

MOTHRA PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	16	4	1	8	1	10	2

POWERS

Air Blast: Burst Area Damage 18, Burst Area Move Object 18, (Limited to Flight Path) • *38 points*
Energy Blast: Ranged Damage 14 • *28 points*
Flight: Flight 8 (500 mph) (Winged) • *8 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 19 (Innate; Permanent), Strike 6 • *54 points*
Invulnerability: Impervious Toughness 16 • *16 points*
Pollen Spores: Ranged Cloud Area Affliction 13 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *26 points*

ADVANTAGES

All-Out Attack, Evasion, Great Endurance, Favored Foe (Kaiju), Fearless, Power Attack, Ranged Attack 4 (Energy Beam)

SKILLS

Intimidation 18 (+18)

OFFENSE

INITIATIVE +4

Air Blast	Burst Area, Damage 18, Dodge DC 35
Energy Blast +8	Ranged Damage +14
Unarmed +8	Close Damage 21

DEFENSE

DODGE	1	**FORTITUDE**	17
PARRY	3	**TOUGHNESS**	16
WILL	10		

POWER POINTS

ABILITIES	48	**SKILLS**	9
POWERS	170	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	245

COMPLICATIONS

Enemies: Mothra has been routinely pitted against, King Ghidorah She has also occasionally been at odds with Godzilla.
Nemesis: Battra
Relationships: All incarnations of Mothra have a Psychic Link (Telepathy 3) with the tiny 10-inch tall twin girls from Infant Island. She has also partnered with Godzilla, Rodan, and other Kaiju against greater threats, such as Asteroids, Alien Invasions, or malignant Kaiju such as King Ghidorah.
Reputation: Mothra is one of the most famous Kaiju and word of her presence will cause widespread panic.
Larvae Form: Mothra's caterpillar-like larval form has STR 19, STA 15, FGT 6, INT 1, AWE 2 and PRE 3, TOU 15, with corresponding adjustments to her skill ranks and defenses. The Larvae Form may spit streams of webbing of 19 ranks of Strength. This webbing will harden to 20, and may be reinforced with subsequent layers up to 22

RODAN

Rodan is the second of the great trinity of Kaiju. Along with Godzilla and Mothra, he is one of the classic Toho monsters. A giant species of Pteranodon (the Japanese translation is 'Radon') – presumably, although not explicitly stated, resurrected by nuclear testing – two Rodans, a mated pair, attack Japan, and while both seem to die in a volcano, at least one survived, returning to face the threat of King Ghidorah, joining Godzilla and Mothra in a transformation into a 'good-guy' monster.
Rodan reappeared in the Heisei era, having adopted Godzilla Jr.'s egg, and joining Godzilla against the U.N.'s Mechagodzilla. After absorbing excessive energy, he morphed into 'Fire-Rodan', with increased strength and an energy beam, although he eventually gave this energy up to save Godzilla.
The fastest of all Kaiju, Rodan is known for devastating air-blasts that can demolish buildings and topple opponents as powerful as Godzilla. **(Str140)**

RODAN PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	17	6	1	7	-3	3	0

POWERS

Air Blast: Burst Area Damage 20, Burst Area Move Object 20, (Limited to Flight Path) • *40 points*
Flight: Flight 9 (1,000 mph) (Winged) • *9 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 18 (Innate; Permanent), Strike 6 • *52 points*
Invulnerability: Impervious Toughness 17, Protection 1 • *18 points*
Senses: Senses 4 (Low-Light Vision, Scent) • *4 points*

ADVANTAGES

All-Out Attack, Close Attack 2, Diehard, Evasion, Great Endurance, Favored Foe (Kaiju), Fearless, Power Attack

SKILLS

Intimidation 18 (+18)

OFFENSE

INITIATIVE +6

Air Blast	Burst Area, Damage 20, Dodge DC 35
Unarmed +9	Close Damage 19

DEFENSE

DODGE	3	**FORTITUDE**	19
PARRY	3	**TOUGHNESS**	19
WILL	2		

POWER POINTS

ABILITIES	28	**SKILLS**	9
POWERS	123	**DEFENSES**	14
ADVANTAGES	9	**TOTAL**	182

COMPLICATIONS

Enemies: Rodan has been routinely pitted against, King Ghidorah He has also battled Mechagodzilla, and he has a rivalry, if not outright enmity, with Godzilla.

Relationships: Rodan originally had a mate who was killed after their first appearance in Japan. He will occasionally partner with the likes of Mothra and Godzilla, if the situation is dire enough.

Reputation: Rodan is one of the most famous Kaiju and word of his presence will cause widespread panic.

Fire Rodan: After absorbing an excessive amount of radiation, Rodan became 'Fire Rodan' gaining an oral energy beam (Blast 18), and raising his Stamina to 20 and his Fortitude to 22. Fire Rodan was also able to transfer this extra energy to Godzilla, presumably returning to his normal form

OTHER KAIJU

Anguirus: Anguirus was the first Kaiju opponent, and the second Toho monster ever created, paired against Godzilla in the Monster King's second feature (see **Godzilla: Gigantis**), and then largely disappearing until gaining popularity after an appearance in *Destroy All Monsters*. Anguirus is basically a giant Ankylosaurus.

Gigan: Created by a cockroach-like alien race, Gigan is a giant, cybernetic organism, used as a war machine. Gigan has the ability to fly, as well as giant hooks for hands and a buzz saw on its chest. Gigan has partnered with King Ghidorah., and in *Godzilla Final Wars*, Gigan was an immature, intermediate stage of King Ghidorah.

Hedorah: A creature created out of pollution, Hedorah, the 'Smog Monster', grew in a series of molts (similar to Destroyer), from a number of small, foot-long tadpole-like creatures, into a giant moving pile of sludge, mostly invulnerable to damage due to its insubstantial mud-like form. Hedorah was also able to morph into a saucer-shaped flying form that spewed out poisonous gases. In both forms, Hedorah could spew acidic mud, and fire a crimson energy beam from its eyes. The Smog Monster eventually proved vulnerable to dehydration.

King Kong: One of the islands exposed to radioactivity evidently supported a population of Megaprimatus kong, grown to Kaiju proportions, with the mutant ability to absorb strength from electricity, and deliver electric shocks via contact with his hands – an ability used successfully against Godzilla. Toho's Kong also battled Gorosaurus and a robot duplicate of himself, Mechakong (see entry for **King Kong: Toho Kong**).

Kamacurus: A population of giant preying mantis, native to Monster Island.

Kumonga: Kumonga was a gigantic tarantula, living on Monster Island. Like Mothra, Kumonga possessed the ability to trap opponents in strands of spider-silk Use stats for **Monsters on the Loose: Tarantula.** Add **Growth 18**.

Orgah: Orgah was the first opponent for the Millennium-era Godzilla, beginning as a morphing flying saucer, discovered in the depths of the ocean. Analyzing Godzilla's own DNA, the saucer attempts to become Godzilla by consuming him (in the manner of the Thing From Another World), and the result was a Gamera-like intermediate form dubbed Orgah.

Space Godzilla: When the Godzilla cells were released through the atmosphere into space via the spore of Biollante, they merged with a crystalline lifeform, evolving into a powerful, cosmic clone of Godzilla, possessing all the Monster King's great strength, as well as cosmic energy, capable of blasts or gravity manipulation. Space Godzilla could also fly by encasing itself in a crystalline cocoon, and is capable of space travel.

GOG

When the Old Gods of the Third World were fighting uncontrollably, the lone god **Gog** fled the world before it was fully destroyed in the fighting. He plunged through the Bleed and through various alternate universes until he landed on Earth, situated in the area that became the modern day Democratic Republic of the Congo, and was entombed in molten rock. He was found by a tribe of humans, who worshiped the god's face (the only visible part of his body), believing he was a "God of Earth." The tribe made a staff that channeled Gog's power, and was put to rest in the same cave, and Gog was lost to the rest of the world, until a young explorer, William Matthews found the cave by accident. He picked up the staff, and was given immense amounts of power through it; a side effect, though, was visions of the history of Earth-22, which drove him mad.

After Matthews committed various acts of genocide towards metahuman criminals that posed as various gods, he was confronted by Justice Society of America, and teleported back to the temple housing Gog in the Congo. Matthews seemed to disintegrate, and the Third World god rose from the temple, seemingly rejuvenated by the reclamation of the energies that were being used by the staff.

After a brief converse with the JSA, Gog made his way to a nearby village of sickly inhabitants promising to "make things good again." After curing them, Gog explained his origins to the JSA, and subsequently healed Damage's facial scarring, sent Sand to a blissful, dream-filled sleep for 24 hours, cured Starman of his schizophrenia, Doctor Mid-Nite his sight back, and sent Power Girl "home". Hearing fighting in a nearby village, Gog discovered the village under attack by a rogue militia and transformed the soldiers into trees.

During the conflict, Lance, one of the JSA's new recruits, was hit by a rocket blast and killed. Gog brought him back to life, replacing his ruined arm with gold armor, and renamed him "Magog".

Later, Gog's intentions to move on to the Middle East and punish warmongers there in the same fashion caused a rift within the JSA, with Hawkman, Magog, Damage, Wildcat, Amazing Man, Judomaster, and Citizen Steel siding with God. Like the biblical God, he asked for a rest on the sixth day, sending some of his followers back to America to preach his will.

Afterwards, he began collecting followers again, asking them gleefully to kneel down and worship him while he ushered in a new world. The rest of the JSA arrived, having learned from Sandman that Gog was rooting himself into the Earth, and if he remained for one more day, the Earth would die if he ever left, leaving them with the one option of killing Gog and separating his head from the Earth.

Hawkman and the rest of the Society followed Gog, attempting to protect him, until they saw him attempt to transform Jay Garrick into lightning. All of Gog's followers turned against him and Gog punished the Society by taking away his "gifts" to an extreme degree (Citizen Steel now felt pain in all his nerves and Starman couldn't be cured of his madness). Even Magog eventually turned on him, for which Gog's blessing is undone. Eventually, the JSA were able to topple Gog and cut off his head. The Superman of Earth-22 and Starman took the still-living head to the Source Wall, embedding it there for all eternity, where Gog accused Superman of being exactly what he accused Gog of being **(Str300/500)**

REAL NAME: GOG
OCCUPATION: PAGAN GOD
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 36'
WEIGHT: NONE
EYES: GLOWING WHITE
HAIR: NONE

GOG PL17

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
22	22	3	3	12	15	15	16

POWERS

God of the Third World: Immunity 30 (Fortitude), Impervious Toughness 21 • *51 points*
Magic Manipulation: Magic Control 22 (Variable Power, Any Powers with the Magical Descriptor) • *154 points*
Teleportation: Teleport 20 • *40 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 15 [Status (God of the Third World), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (Occult) 8 (+23), Insight 8 (+23), Intimidation 10 (+25), Perception 8 (+23)

OFFENSE

INITIATIVE +3

Magic Blast +12	Ranged Damage 22
Unarmed +12	Close Damage 22

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	22
WILL	15		

POWER POINTS

ABILITIES	220	**SKILLS**	17
POWERS	245	**DEFENSES**	19
ADVANTAGES	25	**TOTAL**	527

COMPLICATIONS

Bonding With a Planet: Gog may bond with a planet's spiritual essence, parasitically leaching off of the planet's energies granting him a permanent boost of 3 ranks to all Powers and Abilities This is dangerous for Gog, as he is allowed to use none of his own Hero Points in the attempt, and instead must amass sufficient Hero Points from his worshipers to attempt the action safely. Failure indicates that Gog absorbs a backlash equal to the full intensity of his own attack. For game purposes, assume that Gog gains one Hero Point for every five-hundred mortals in his thrall

PERSONALITY

On the surface, Gog displayed a child-like and narrow-minded personality, apparently looking at the world with glee and awe, but this façade was deceptive as all his 'good deeds' were done solely with the expectation of being worshiped by the Earth's people, and he cruelly punished any who refused him. When the Justice Society attacked him, Gog removed his blessings on all of them, even those who were still loyal, purely out of spite.

POWERS AND ABILITIES

Gog is an immensely powerful 'God of the Third World'. Upon awakening from a millennia of sleep, he was able to manipulate mystical energies at 22 ranks If Gog successfully bonds with the spiritual essence of a planet, this increases to 25 ranks. Gog's physical form is a massive stone giant. He is immortal, he does not age, and will not die if his physical form is destroyed. It would take mystic damage to permanently destroy Gog. If his body is destroyed, Gog can reincarnate himself by possessing a mortal form. However, if his head is separated from his body, his spirit is trapped there and cannot possess a new body.

GOG PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	13	3	3	10	1	4	1

POWERS

Energy Absorption: Energy Absorption 10 • *10 points*
Flight: Flight 13 (16,000 MPH) • *28 points*
Growth: Growth 15 (Linked to Energy Absorption) • *30 points*
Heat Vision: Ranged Damage 18 (heat) • *36 points*
Invulnerability: Protection 4, Impervious Toughness 18; Immunity 10 (Life Support) • *32 points*
Super-Speed: Quickness 7 • *7 points*

EQUIPMENT

Mystic Staff: Strength based Damage 2, Cosmic Blast: Ranged Damage 19, Fire Blast: Ranged Damage 19, Magic Blast: Ranged Damage 19, Easily Removable (-17 points) - *43 points*

ADVANTAGES

Accurate Attack (Mystic Staff), All-out Attack, Close Attack 3, Equipment 9, Improved Aim, Improved Critical 2 (Mystic Staff), Move-by Action, Power Attack, Quick Draw, Ranged Attack 4, Startle, Takedown, Uncanny Dodge

SKILLS

Close Combat: Mystic Staff 2 (+14), Close Combat: Unarmed 2 (+12), Intimidation 10 (+11), Perception 4 (+6), Ranged Combat: Mystic Staff 2 (+14)

OFFENSE

INITIATIVE +3

Mystic Staff +12	Close, Damage 19, Crit. 19-20
Mystic Staff +12	Range, Damage 19, Crit. 18-20
Heat Vision +8	Ranged Damage +18
Unarmed +12	Close Damage 17

DEFENSE

DODGE	13	**FORTITUDE**	14
PARRY	14	**TOUGHNESS**	13
WILL	8		

POWER POINTS

ABILITIES	104	**SKILLS**	10
POWERS	143	**DEFENSES**	19
ADVANTAGES	27	**TOTAL**	303

COMPLICATIONS

Superman Killer: Gog is obsessed with killing every Superman in every timeline, believing him to be a false idol, and the cause of the destruction of Earth-22 Kansas.

GOG - WILLIAM MATHEWS

William Matthews was a former missionary on an exploration to Africa, when he stumbled on the entrapped tomb of Gog, though the Third World God lay dormant, Matthews was granted powers similar to Gog's own. Mathews received a vision of alternate Earth-22 where Superman failed to protect Kansas from a nuclear attack. Believing the Earth-22 reality to be the future for his own Earth rather than a completely separate reality happening at the same time, Williams decided to kill the mainstream Superman. Despite his mighty powers, Williams was defeated through the efforts of Superman and Batman.
Matthews recently re-emerged with powers even greater than before in preparation for Gog's return. He began systematically murdering 'false gods' - beings with godlike power or who were named for gods, like the New Olympians and Chroma. For his crimes Matthews was tracked by Mister America and a taskforce from the FBI, before finally seeking aid from the Justice Society. Eventually, Matthews ambushed the JSA in their own home, where accused the Earth-22 Superman of being a false idol. However, when the fight did not go well, Matthews fled, teleporting back to the cave where he found Gog. There, Mathews was apparently absorbed into the being of the true Gog, who used him as a catalyst to make a body from the countryside. **(Str90)**

MAGOG PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	6	3	3	10	1	2	4

POWERS

Cybernetic arm: Deflect 14, Close Range, Limited to Energy Attacks; Enhanced Strength 2, Limited to his left arm, Limited to Lifting (lifting Str 15 in left arm; 800 tons) • *6 points*
Enhanced durability: Protection 6, Impervious 4 • *10 points*
Enhanced Vision: Senses 6 (Darkvision, Extended Rapid Vision, Infravision, Low-light Vision) • 6 *points*
Golden Staff of Magog: Enhanced Advantages (Accurate Attack, Ranged Attack 3), Limited to Plasma Blast; Enhanced Advantages (Improved Critical 2 (Plasma Blast)) Easily Removable (–2 points), Indestructible; Strength-Based Damage 2, Improved Critical • *5 points*
Plasma Generation: Ranged Damage 14, Penetrating 6, Split 3, Limited to rank 7 without Golden Staff • *23 points*
Super-Strength: Enhanced Strength 2, Limited to Lifting (lifting Str 13; 200 tons) • *2 points*
Super-Strength: Enhanced Strength 14, Limited to Lifting (Lifting St r39 12,000,000 kilotons) • *9 points*

ADVANTAGES

Accurate Attack (Plasma Blast), All-out Attack, Close Attack 3, Fearless, Improved Aim, *Improved Critical 2 (Plasma Blast)*, Inspire 2, Leadership, Move-by Action, Power Attack, Quick Draw, Ranged Attack 6, *Ranged Attack 3 (Plasma Blast)*, Startle, Takedown, Uncanny Dodge

SKILLS

Athletics 4 (+15), Deception 4 (+8), Expertise: Tactics 8 (+9), Insight 4 (+6), Intimidation 7 (+11), Perception 6 (+8), Persuasion

OFFENSE

INITIATIVE +3

Armor Piercing Staff +13	Close, Damage 13, Crit. 19-20
Plasma Blast +12	Close, Damage 13, Crit. 19-20
Unarmed +13	Close Damage 11

DEFENSE

DODGE	13	**FORTITUDE**	14
PARRY	14	**TOUGHNESS**	12
WILL	10		

POWER POINTS

ABILITIES	80	**SKILLS**	26
POWERS	52	**DEFENSES**	30
ADVANTAGES	21	**TOTAL**	305

COMPLICATIONS

Disability: Magog is blind in one eye. As Magog, his enhanced senses compensate for this loss, but as David Reid, he has no depth perception (-4 to actions which require depth perception).

Enemy: Flashpoint
Power Loss: As David Reid, Magog appears as a normal human, badly scarred and lacking most of his powers.
Power Loss: Since his left arm was destroyed and replaced by a cybernetic arm, Magog cannot channel his plasma into energy blasts without his golden staff.

MAGOG

Lance Corporal David Reid was a U.S. Marine assigned to protect the National Museum of Iraq from looters during the Iraq war. While in pursuit of a looter, Reid came upon a stone artifact of the Old God Gog. After touching the artifact, Reid lost consciousness and awoke to discover he now had the ability to generate plasma energy and channel destructive blasts through an Eve of Providence mark that had appeared on his left arm. Reid soon took up the life of a super hero ‘Lance’ and joined the Justice Society

Later the JSA teamed with Gog to counter a militia uprising in Africa. A rocket blast killed Reid, completely destroying his left arm and one side of his face. Gog resurrected Reid, reforming his crippled body in Gog’s own image, giving Reid cybernetic replacements for his left arm and right eye. Gog dubbed the risen Reid, **'Magog'**, and gave him a golden spear through which to focus energy blasts.

After discovering the threat that Gog posed to the planet, most of the JSA turned against him, but Reid initially defended Gog. Eventually, disgusted by Gog’s underhanded methods, Magog turned against his savior and beheaded Gog with his staff. When the Justice Society All-Stars split off from the rest of the Justice League, Magog joined them, taking up a leadership role on the new team.

Eventually Magog came into conflict with weapons-development group, Flashpoint, and attacked one of their underground facilities. In retaliation, Flashpoint leader D.P. Macklin framed Magog for a prison break. After a conflict with both escaped prisoners and fellow Justice Society All-Stars members, Magog was kicked out of the Justice Society All-Stars. **(Str3500)**

GREEN ARROW

Heir to the Queen family fortune and business empire, Oliver Queen was initially far more interested in thrill-seeking political activism, which led to him being attacked and thrown overboard by smugglers on the high seas. He managed to make it to a deserted tropical island, where he was forced to develop survival skills, including cultivating his knack for archery. When he discovered the smugglers were using the island for a base, Queen used his makeshift bow and arrows to defeat them and return to the outside world.

Inspired by his experience, Oliver adopted the costume and name of '**Green Arrow'** and became a crime fighter, investing his considerable wealth into an arsenal of trick arrows as well as resources like the "Arrowcar" and "Arrowplane." He also took on the orphaned Roy Harper as his ward and trained him to be his partner and sidekick, Speedy.

Eventually, Oliver lost his fortune due to his relative naiveté with business affairs and his focus on his crime fighting alter ego. His leftist politics increasingly came to the fore, particularly while working with straight-laced friend and fellow hero Hal Jordan (See entry for: **Green Lantern**), Queen was also confronted with some harsh realities when he learned his former ward, Roy Harper, was a heroin addict.

After a time working as a liberal newspaper columnist and a failed mayoral run in Star City, Green Arrow moved to Seattle with Black Canary (See entry for: **Black Canary**). He abandoned his trick arrows in favor of traditional broad head arrows and even used deadly force against criminals on occasion. Life away from Star City and Green Arrow's new crime fighting persona put a severe strain on Oliver and Dinah's relationship, and they eventually separated.

After infiltrating an eco-terrorist group known as the Eden Corps, Green Arrow sacrificed his life to prevent them from setting off a bomb to destroy Metropolis. A notorious ladies' man, Oliver has fathered two known children, his son Robert (with the assassin Shado) and Connor Hawke, who took on the mantle of Green Arrow for a time after his father's death.

Former Green Lantern, Hal Jordan, during the time that he was possessed by the Parallax fear-entity, later resurrected Oliver as part of a misguided effort to "fix" prior mistakes. Initially suffering from partial amnesia, Oliver returned to his old haunts in Star City. He adopted a new ward, Mia Dearden, who later took on the mantle of Speedy. He also regained a considerable personal fortune, and even succeeded in becoming mayor of Star City for a time.

Green Arrow also eventually reunited with and finally proposed to his long-time flame, Black Canary and the two were married, although the tumultuous couple has since separated once again**. (Str9)**

PERSONALITY

Green Arrow is famous for his often abrasive attitude and his leftist politics. He shoots his mouth off as freely as his bow, with verbal aim and arrows just as precise. He fiercely (and loudly) defends people and causes he believes in and has a real sympathy for the downtrodden and often-ignored members of society.

POWERS AND ABILITIES

Green Arrow is the world's greatest archer, with uncanny aim and precision. His arsenal of trick arrows has over the years included everything from net arrows and knockout gas arrows to boomerang arrows, exploding arrows, taser arrows, and the infamous boxing-glove arrow.

REAL NAME: OLIVER 'OLLIE' QUEEN
OCCUPATION: ADVENTURER
BASE: STAR CITY
AFFILIATION: JUSTICE LEAGUE
HEIGHT: 5' 11"
WEIGHT: 185 LBS.
EYES: GREEN
HAIR: BLOND

GREEN ARROW PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	4	4	1	2	3

EQUIPMENT

Bow and Arrows: Array (*10 points*)
Standard Arrow: Ranged Damage 5 • *10 points*
• **Cable Arrow:** Movement (Swinging) • *1 point*
• **Flare Arrow:** Affliction 5 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • *1 point*
• **Knockout Gas Arrow:** Burst Area Affliction 3 (Resisted by Fortitude; Fatigued, Exhausted, Asleep) • *1 point*
• **Net Arrow:** Affliction 3 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • *1 point*
• **Stun Arrow:** Affliction 3 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 3 (wealthy), Defensive Roll 4, Equipment 3, Improved Aim, Improved Critical (Bow), Improved Disarm, Improved Initiative, Move-by Action, Precise Attack 2 (Ranged, Cover and Concealment), Ranged Attack 3, Quick Draw, Skill Mastery (Ranged Combat – Bow), Takedown, Taunt, Ultimate Effort (Aim), Uncanny Dodge

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 4 (+8), Deception 8 (+11), Expertise: Journalism 6 (+7), Expertise: Politics 6 (+7), Expertise: Survival 4 (+5), Insight 6(+8), Intimidation 4 (+7), Investigation 6 (+7), Perception 6 (+8), Ranged Combat: Bow 8 (+15), Stealth 8 (+12), Vehicles 6 (+10)

OFFENSE

INITIATIVE +8

Bow +15	Ranged, Damage 5 plus others, Crit. 19-20
Unarmed +8	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	7
PARRY	12	**TOUGHNESS**	6/2*
WILL	10	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	44	**SKILLS**	42
POWERS	0	**DEFENSES**	31
ADVANTAGES	28	**TOTAL**	145

COMPLICATIONS

Beliefs: Green Arrow is an outspoken liberal, willing to defend his beliefs with action as well as words, which gets him into trouble (and no small number of arguments).
Relationships: Married to Black Canary, father of Connor Hawke, mentor of Mia Dearden (Speedy), and former mentor of Roy Harper (Arsenal). He is also a long-time member of the Justice League and has contacts with the most famous and powerful super-heroes in the world.
Temper: Ollie can have a short fuse, particularly when it comes to social and political causes he believes in. He is known to be irascible among his team-mates.

TRICK ARROWS

Green Arrow's arsenal of trick arrows has over the years included everything from net arrows and knockout gas arrows to boomerang arrows, exploding arrows, taser arrows, and the infamous boxing-glove arrow. A number of Green Arrow's more common trick arrows are listed as part of his standard equipment (and therefore usable any time), but the Emerald Archer's quiver is also an excellent opportunity for power stunts, pulling out just the right trick arrow for the job, much like he does in the comics. Because Green Arrow's quiver is equipment, the Gamemaster may require the expenditure of a hero point to perform power stunts for it, rather than simply using extra effort. See the **Gadgets & Gear** chapter for additional information.
Note that while Green Arrow's weapons have a relatively low rank, his considerable skill with a bow and his Power Attack advantage allows him to augment that rank somewhat by taking the appropriate penalty to his attack check, particularly against opponents he knows he can hit.

GREEN GOBLIN

REAL NAME: NORMAN OSBORN
OCCUPATION: BUSINESS MAN, CRIMINAL
BASE: NEW YORK CITY **AFFILIATION:** NONE
HEIGHT: 5′ 11″ **WEIGHT:** 185 LBS
EYES: BLUE **HAIR:** RED-BROWN

Norman Osborn, co-owner of a chemical firm, came across his partner's chemical formula that to increase a person's intelligence and physical strength. Osborn decided to try the formula on himself. When he did, it turned green and exploded.

The chemical succeeded in increasing Osborn's intelligence, but at the price of his sanity. He fashioned a green suit, after the color of the formula, and named himself the **Green Goblin**. He began infiltrating the criminal network of the city and became a well-known participant in many underworld schemes. Osborn's increased intelligence produced many exacting, well-planned criminal activities. Only the continued meddling of Spider-Man kept most of his plans from succeeding.

One of the threats that the Goblin constantly posed to Spider-Man was that the villain had discovered Spider-Man's true identity. Only the unstableness of Osborn's sanity kept the world from learning that Peter Parker is Spider-Man. At the end of most climactic battles with Spider-Man, the knowledge that Norman Osborn was the Green Goblin was forgotten completely.

After plaguing Spider-Man for many years, Norman Osborn's career as the Green Goblin came to an abrupt halt when he was killed in battle after himself killing Spider-Man's girlfriend, Gwen Stacy, by knocking her off of the George Washington Bridge. The Goblin was then accidentally impaled on the front of his own goblin glider.

The legacy of the Green Goblin continued, however, with his son, Harry, who eventually died trying to fill his father's shoes as the Goblin. A series of other criminals have adapted the Goblin's methods and equipment, taking the moniker 'Hobgoblin' – with one becoming demon-possessed, as the 'Demogoblin'.

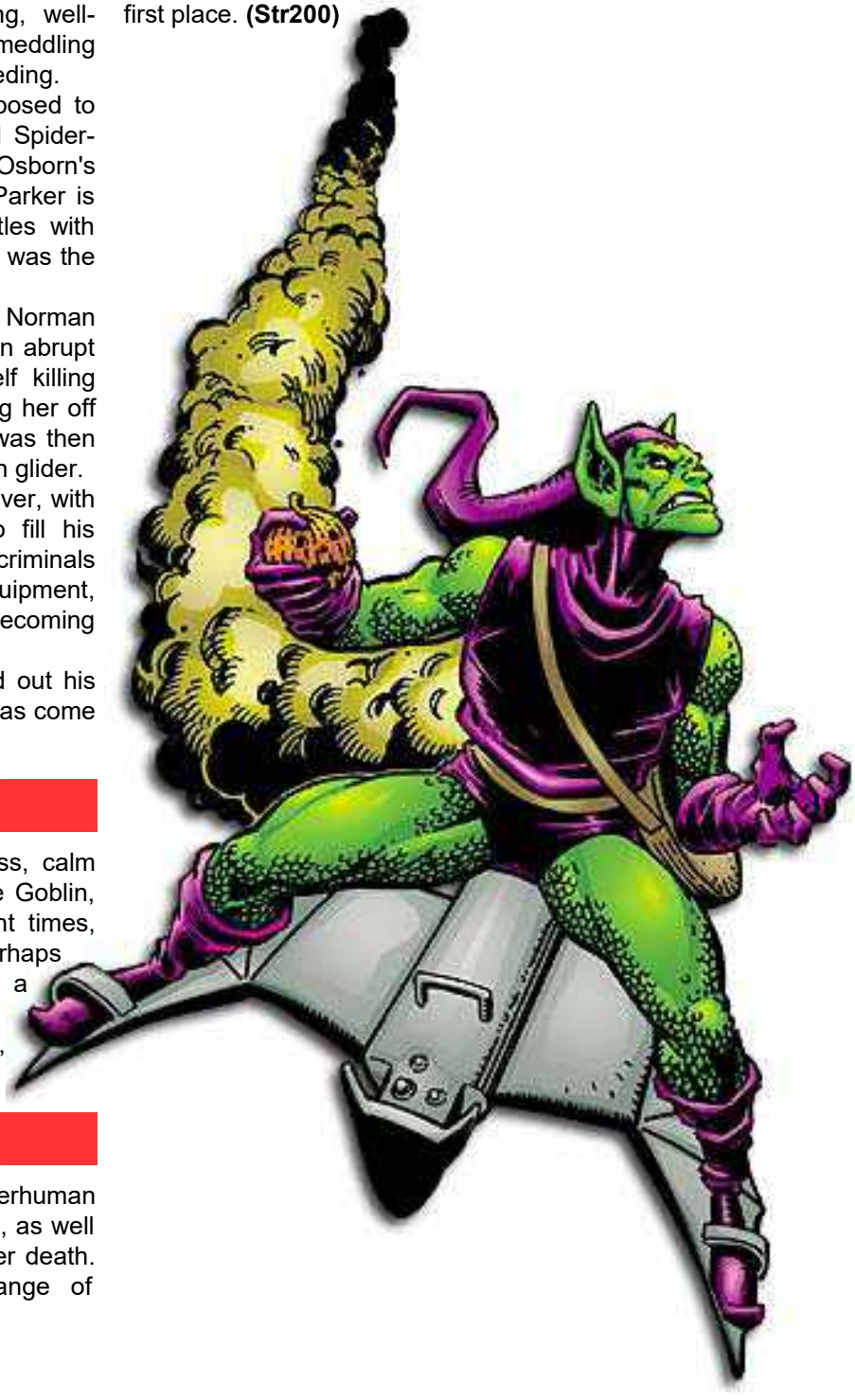
Norman Osborn eventually resurfaced. It turned out his regenerative ability returned him to life, and he has come back to plague Spider-Man anew. **(Str35)**

PERSONALITY

As Norman Osborn, he is businesslike, ruthless, calm and collected, methodical and exacting. As the Goblin, he is maniacal and clinically insane. In recent times, (possibly due to his death and resurrection, or perhaps simply to the maturity of age), there has been a blurring of the personalities, as Norman Osborn now remembers his episodes and, as the Goblin, has adapted Osborn's calm, methodical nature.

POWERS AND ABILITIES

As the Green Goblin, Norman Osborne has superhuman strength nearly as great as Spider-Man's, as well as a regenerative ability that functions even after death. He is also capable of inventing a wide range of equipment, anything from his Goblin Glider, to his Pumpkin Bombs and Blast Gloves, not to mention the chemical that gave him his superhuman abilities in the first place. **(Str200)**



GREEN GOBLIN PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
9	7	5	5	5	3	1	2

POWERS

Regeneration: Regeneration 1 - *1 point*

EQUIPMENT

Blast Gloves: Ranged Damage 7 • *14 points*
Bulletproof Chain Mail: Protection 3 • *3 points*
Gas Bombs: Cloud Area Sleep 4 • *4 points*
Goblin Glider: Medium, STR 1, DEF 4, TOU, Flight 6 (120MPH), Remote Control • *7 points*
Pumpkin Bombs: Ranged Burst Area Damage 5 • *15 points*
Smoke Bombs: Cloud Area Visual Concealment Attack 4 • *5 points*
Spider-Sense Gas: Nullify Sensory Powers 10 (Limited to Spider-Sense for 10 panels) • *10 points*
Throwing Bats: Ranged Damage 2 • *2 points*

ADVANTAGES

Benefit 4 (Wealth), Close Attack 3, Connected, Diehard, Equipment 12, Extraordinary Effort, Inventor, Move by Action, Power Attack. Ranged Attack 5, Startle, Taunt

SKILLS

Expertise: Business 8 (+16), Expertise: Chemistry 8 (+14), Intimidation 6 (+80), Perception 2 (+4), Persuasion 4 (+6), Vehicles 8 (+13)

OFFENSE

INITIATIVE +5

Blast Gloves +10	Ranged, Damage 7
Pumpkin Bombs	Burst Area, Damage 5
Throwing Bats +10	Ranged, Damage 11
Unarmed +8	Close Damage 9

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	10/7^
WILL	7	*Without Chain Mail	

POWER POINTS

ABILITIES	74	**SKILLS**	18
POWERS	1	**DEFENSES**	19
ADVANTAGES	32	**TOTAL**	144

COMPLICATIONS

Knows Spider-Man's Identity: The Goblin is the worst sort of villain, because he knows Spider-Man is Peter Parker, providing the ever-present danger of public exposure, as well as targeting Peter's family and friends, up to an including murdering Peter's girlfriend, Gwen Stacy.
Nemesis: Spider-Man
Split Personality: In the past, Osborn's Goblin personality was responsible for most of his crimes, but his current persona suggests the Goblin has taken over – or perhaps that the two were never that far apart in the first place..

GREEN LANTERN

Hal Jordan's father Martin was the bravest man he knew: the kind of pilot who had "the right stuff," as they said. Still, it didn't keep Martin Jordan's plane from going down in flames. Young Hal was determined to follow his dad into the air, joining the U.S. Air Force, and eventually becoming a maverick test pilot. Jordan's tendency towards insubordination and recklessness got him into trouble on more than one occasion.

While working for Ferris Aircraft, Hal was suddenly transported to an isolated area of desert. There he found a dying alien, Abin Sur, a member of the Green Lantern Corps, an interstellar organization of law enforcers. Abin Sur explained that Hal had been chosen as the next wielder of Sur's power ring, having "the ability to overcome great fear." Taking the ring, Hal became the new **Green Lantern** of space sector 2814 (containing Earth).

Almost immediately, he began training as a member of the Green Lantern Corps, under the guidance of veteran Lanterns Kilowog and Sinestro. During this time, Jordan discovered Sinestro's dictatorial rule over his home planet of Korugar and exposed it to the Corps. Sinestro was stripped of his ring and exiled to the anti-matter world of Qward, becoming a sworn enemy of the Green Lantern Corps and of Earth's new Green Lantern in particular.

Possibly Sinestro's greatest scheme against his arch-foe opened Jordan up to possession by the fear-entity Parallax (see **Sinestro Corps** in **Vol. II**), trapped within the Central Power Battery on Oa. Under Parallax's influence, Hal Jordan went mad and destroyed the Green Lantern Corps, but the survival of a single power ring allowed Kyle Rayner to act as the torch-bearer of the Corps until such a time as it could be restored (see **Green Lantern: Kyle Rayner**).

Jordan's tremendous willpower enabled him to force Parallax to use its power to save Earth's sun from being consumed by a sun-eater. His spirit was bonded to the Spectre for a time, but Hal Jordan was not meant to be an agent of vengeance and found a way to rejoin body and soul, taking up the mantle of Green Lantern again and helping to rebuild the Corps and his home of Coast City.

Hal Jordan played a key role in the prophesized "War of Light" that was fought between the different Lantern corps and in the Blackest Night, when the embodiment of death attempted to snuff out all light and life throughout the cosmos.

Hal has been and remains a controversial figure in the Green Lantern Corps, known for his innovation and determination but also his issues with authority and his willfulness even towards the Guardians of the Universe (See entry for **Guardians of the Universe: Ganthet**). **(Str8)**

REAL NAME: HAROLD 'HAL' JORDAN
OCCUPATION: TEST PILOT, POLICE OFFICER
BASE: COAST CITY
AFFILIATION: GREEN LANTERN CORPS, JUSTICE LEAGUE
HEIGHT: 6' 2" **WEIGHT:** 186 LBS
EYES: BROWN **HAIR:** BROWN

PERSONALITY

Like his father, Hal has "the right stuff." He's a daring pilot and while he sometimes has trouble with authority, he also has a great sense of personal loyalty. People are more important to him than institutions or rules. His will is unshakable, as is his determination to do the right thing, no matter what. This sometimes gets Hal into trouble as he's willing to do what he feels is right, regardless of orders from higher-up. Only his consistent success has managed to save him from the consequences of his willfulness. His never-say-die attitude tends to make Hal surprisingly light-hearted and witty, even in the face of overwhelming odds.

GREEN LANTERN PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	5	1	3	3

POWERS

Power Ring: 132 points, Removable (-26 points) • *106 points*
AI and Database: Features 2 • *2 points*
Communications: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array *(36 points)*
- **Force Blast:** Ranged Damage 18, Dynamic • *37 points*
- **Force Constructs:** Create 18, Dynamic • *2 points*
- **Lifting**: Move Object 18, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) • *2 points*
- **Mobile Constructs:** Create 12, Moveable, Dynamic • *2 points*

Scanning Beam: Senses 6, (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Fearless, Teamwork, Ultimate Effort (Will Checks)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+8), Deception 4 (+&), Expertise: Law Enforcement 8 (+9), Expertise: Military 8 (+9), Insight 8 (+1), Investigation 4 (+5), Perception 4 (+7), Persuasion 4 (+7), Ranged Combat: Power Ring 7 (+10), Vehicles 12 (+15)

OFFENSE

INITIATIVE +2

Power Ring +10	Ranged, Damage 18
Unarmed +8	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	14/2*
WILL	18	*Without Power Ring Protection	

POWER POINTS

ABILITIES	42	**SKILLS**	33
POWERS	106	**DEFENSES**	38
ADVANTAGES	3	**TOTAL**	222

COMPLICATIONS

Guilt: Hal feels responsible for the terrible acts of Parallax while the psychic fear entity controlled him (See entry for: **Parallax**)
Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low
Reputation: Hal Jordan is a maverick in nearly all aspects of his life and known for having issues with authority. This extends both to his relations with the Green Lantern Corps, as well as the Justice League.
Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the rings effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail..
NOTE: At one time, due to the corruption of the fear-entity, Parallax, Green Lantern rings were useless against the color, yellow. This weakness no longer applies.

GREEN LANTERN POWER RING

Green Lantern wields one of the most powerful weapons in the universe: a power ring created by the Guardians of the Universe to tap in to the green light of willpower, collected from all life in the universe, gathered and focused through the Central Power Battery on the planet Oa, headquarters of the Green Lantern Corps. The power ring is controlled by the wielder's will
A power ring protects its wearer from harm automatically (its Force Field power), and a Green Lantern on the defensive can use Force Constructs to Create powerful barriers. The ring is equipped with an artificial intelligence, or AI, allowing it to answer questions for its wilder from a knowledge base on Oa. (The GM largely gets to determine what information the ring can provide.)
Power rings are programmed to automatically seek out a suitable new wielder if their current wearer dies.
The wielder's will and imagination are the only real limits on a power ring; a wide range of power stunts is possible using the rings effects, particularly its Force Manipulation Array and Scanning Beam (for exotic senses or scans).

GREEN LANTERN CORPS

"In Brightest Day, In Blackest Night, No Evil Shall Escape My Sight. Let Those Who Worship Evil's Might, Fear My Power… Green Lantern's Light"

Green Lantern Corps Credo

For millennia, the greatest force for order and justice in the known universe has been the Green Lantern Corps, wielders of the green light of willpower. The Guardians of the Universe, inhabitants of the planet Maltus who mastered the green light, sought to control the powers of the emotional spectrum and establish order in the cosmos. They established a headquarters on the planet Oa and initially created a corps of android enforcers known as the Manhunters. The Manhunters developed a serious flaw, wiping out virtually all life in Space Sector 666. The Guardians were forced to deactivate the androids, although some rebelled and fled into distant parts of the universe.

From that point onward, the Guardians recruited living agents. They armed them with rings and portable power sources linked to a Central Power Battery on Oa, allowing them to transform their willpower into energy capable of accomplishing virtually anything. They initially chose candidates who felt no fear, because the Central Power Battery secretly served as the prison for the fear-entity Parallax, the essence of the yellow portion of the emotional spectrum. Parallax's presence in the Central Power Battery created an "impurity" in the green light, making the power rings ineffective against anything colored yellow. The events of the long-prophesized War of Light and Blackest Night have led to changes in the Green Lantern Corps. Most notable, the Corps now recruits members able to face and *overcome* their fears rather than those who are without fear, and it assigns two Green Lanterns to each of its 3600 recognized space sectors, both to better cover such vast territory and to provide the Corps members with the support and oversight of a partner. Sector 2814 containing Earth) is a unique exception, having four Green Lanterns assigned to it. The release of Parallax from the Central Power Battery has also removed the impurity from the Green Lantern's rings, although fear still remains will's greatest foe.

HEADQUARTERS: THE PLANET OA
MEMBERS: 7.200 MEMBERS SPREAD ACROSS 3.600 SPACE SECTORS (SEE BELOW FOR PROMINENT MEMBERS
BASE: THE PLANET OA **VEHICLES:** NONE

KYLE RAYNER

Kyle Rayner was a struggling freelance graphic artist living in Los Angeles when Ganthet, the last surviving Guardian of the Universe, appeared and gifted him with the last Green Lantern power ring. Ganthet did not seem to have any particular reason for choosing Rayner for this great honor, beyond the fact that he was there (Ganthet's words at the time were "You shall have to do"). Since then, though, Kyle Rayner has acquitted himself well, proving to be one of the most impressive of all of the Lanterns.

Rayner took up the mantle of the Green Lantern in the wake of Hal Jordan's rampage, which left the rest of the Corps dead. One of his first trials as Green Lantern, in fact, was battling Hal Jordan (possessed by the fear entity Parallax). He won that fight, returned to Earth, and joined the JLA, winning the respect of such luminaries as the Flash, Alan Scott, and Batman.

Following his battle with Oblivion, Rayner became the omnipotent being called Ion. As Ion, he was able to control and influence events everywhere, but instead of keeping this power, he chose to revive the Lantern Battery on Oa and create a new Green Lantern Corps.

Kyle was himself possessed by Parallax for a time. Sinestro used a moment of fear—by stating that Rayner was responsible for his own mother's death—to allow Parallax the moment of doubt it needed to take over Kyle's mind. Rayner wound up stuck inside his own consciousness, able to watch as Parallax attacked those he loved, including the family of Hal Jordan. During all of this, Rayner saw a painting, and with the help of John Stewart and Guy Gardner, he came to realize that his mother was the artist who created it. This ray of hope, combined with assistance from Hal Jordan (whom Parallax had also absorbed) allowed Rayner to fight back and separate himself from and defeat the fear entity. After this experience, Rayner was inducted into the Honor Guard, but but no longer carried the Ion Force. He and Guy Gardner relocated to Oa to better fulfill their duties as special investigators for the Corps.

Rayner had a longstanding (though inconsistent) romantic relationship with Jade, the daughter of Alan Scott, the Golden Age Green Lantern. Rayner even proposed to her at one point (using a Green Lantern power ring, no less), and although she declined this proposal, she remained close to him. Jade died during the Rann-Thanagar War, but during the events of Blackest Night, her body was resurrected as one of the Black Lantern Corps. She tried to seduce Rayner, but he saw through her ploys and attacked her. Rayner eventually wound up sacrificing himself to protect the Central Power Battery from the Black Lanterns. Through the efforts of the Star Sapphire Corps, however, Rayner was revived, and fights on as the Torchbearer of the Green Lantern Corps. **(Str8)**

PERSONALITY

Despite being called into action as a Green Lantern almost by accident, Kyle Rayner has acquitted himself well and often in the field. His defining traits, besides the strength of will common to all Green Lanterns, are his creativity as an artist and his integrity.

KYLE RAYNER PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	1	2	4	4	2	3	3

POWERS

Power Ring: 132 points, Removable (-26 points) • *106 points*
AI and Database: Features 2 • *2 points*
Communications: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array *(36 points)*
- **Force Blast:** Ranged Damage 18, Dynamic • *37 points*
- **Force Constructs:** Create 18, Dynamic • *2 points*
- **Lifting**: Move Object 18, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) • *2 points*
- **Mobile Constructs:** Create 12, Moveable, Dynamic • *2 points*

Scanning Beam: Senses 6, (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Benefit 1 (Honor Guard), Teamwork, Ultimate Effort (Will)

SKILLS

Athletics 4 (+6), Close Combat: Unarmed 3 (+7), Deception 3 (+6), Expertise: Art 9 (+11), Insight 8 (+11), Investigation 4 (+6), Perception 5 (+8), Persuasion 4 (+7), Ranged Combat: Power Ring 6 (+10), Technology 2 (+4)

OFFENSE

INITIATIVE +3

Power Ring +10	Ranged, Damage 18
Unarmed +7	Close Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	10
PARRY	9	**TOUGHNESS**	13/1*
WILL	18	*Without Power Ring	

POWER POINTS

ABILITIES	42	**SKILLS**	24
POWERS	106	**DEFENSES**	39
ADVANTAGES	3	**TOTAL**	214

COMPLICATIONS

Fear Given Form: Several times during his career, Rayner's own fears and darker impulses have taken on physical and deadly form.

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low

Weakness: Green Lantern power rings depend on the willpower of the wearer; the maximum rank of the rings effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

GUY GARDNER

Guy Gardner was born in Baltimore, Maryland. His father was an abusive alcoholic who favored Guy's older brother, Mace. Guy retreated into comic book heroes, like General Glory (cutting his hair like Glory's sidekick, Ernie). He became a juvenile delinquent and only escaped a life of crime with help from his brother, a police officer, who scared his kid brother straight.

Guy entered the University of Michigan and became friends with John Henry Irons (Steel). He worked his way through college and became a social worker after graduation. On the fateful night that a dying Abin Sur crashed onto Earth and his power ring sought a replacement, Guy was a candidate but not selected because Hal Jordan happened to be closer.

Hal Jordan later became aware of Guy's status as his potential replacement and met with Guy, who was now a high school gym teacher. Keeping his status as Green Lantern secret, Hal became good friends with Guy and secretly accepted him as his back-up. Guy was later injured in a bus accident (he would have died if not for Hal's intervention) and met the love of his life, Kari Limbo, at a carnival while he was recuperating. During his recuperation, a back-up Green Lantern was needed, forcing the Oans to pass over Guy once more and choose Jon Stewart.

Guy finally got his chance to be Green Lantern when Hal needed to leave Earth to fix his power ring. Guy was given a new ring and Hal's recharging lantern in the meantime. Unfortunately, Hal's problem was the lantern, not the ring, and it ended up exploding in Guy's face. While seemingly incinerated, Guy was actually thrown into the Phantom Zone.

During the Crisis of Infinite Earths, Renegade Oans gave him a new ring and recruited him to lead a powerful criminal alliance against the Anti-Monitor. Unfortunately, the success of Guy's mission would have destroyed the universe, prompting the other Green Lanterns, Hal and John, to stop him. Still, for his actions the Oans made Guy the official Green Lantern of Earth while Hal became a recruiter.

Guy became a founding member of the Justice League International and began a relationship with fellow teammate Ice. Unfortunately, his personality constantly put him at odds with his teammates and Guy eventually left the group. **(Str9)**

PERSONALITY

Partially due to brain damage, Guy has an abrasive and obnoxious personality and has difficulty being a team player. His unpredictability strikes fear in the hearts of his enemies. He is morally opposed to killing.

GUY GARDNER PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	4	2	3	6	1	2	2

POWERS

Power Ring: 126 points, Removable (–25 points) • *101 points*
AI and Database: Features 2 • *2 points*
Communications: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: Flight 13 (16,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *34 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (32 points)
- **Force Blast:** Ranged Damage 16, Dynamic • *33 points*
- **Force Constructs:** Create 16, Dynamic • *2 points*
- **Lifting:** Move Object 16, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
- **Mobile Constructs:** Create 12, Moveable, Dynamic • *2 points*

Scanning Beam: Senses 6, (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Fearless, Improved Initiative, Power Attack, Ultimate Effort (Will)

SKILLS

Acrobatics 5 (+7), Athletics 6 (+9), Close Combat: Unarmed 6 (+12), Expertise: Teacher 6 (+7), Intimidation 10 (+12), Investigation 4 (+5), Perception 4 (+6), Ranged Combat: Power Ring 7 (+10)

OFFENSE

INITIATIVE +3

Power Ring +10	Ranged, Damage 16
Unarmed +12	Close Damage 3

DEFENSE

DODGE	11	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	15/3*
WILL	18	*Without Power Ring	

POWER POINTS

ABILITIES	44	**SKILLS**	24
POWERS	101	**DEFENSES**	34
ADVANTAGES	4	**TOTAL**	207

COMPLICATIONS

Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low
Weakness: The maximum rank of the Power Ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

JOHN STEWART

John Stewart was an architect from Detroit and a former U.S. Marine sniper. When Guy Gardner was gravely injured, the Guardians of Oa appointed John as Hal Jordan's new backup, despite Jordan's initial misgivings due to John's brash rebelliousness.

During their first mission, John proved that his belligerence was not blind and that he had a keen sense of right and wrong. John would often work with the Justice League. During this time, John married Katma Tui, the Korugan Green Lantern who trained him to use his power ring, although she eventually was killed.

Even greater tragedy struck when John was recruited by the Apokolips-New Genesis alliance to stop the Anti-Life Entity that had infiltrated the universe and sought to destroy four planets, which would trigger the death of the Milky Way. John was confident he could do the job on his own, and this arrogance and self-confidence cost the planet Xanshi and its inhabitants dearly, as the Anti-Life Entity destroyed them. To this day, the death of Katma Tui and the destruction of Xanshi weigh hardest on John Stewart's heart. **(Str8)**

PERSONALITY

John Stewart is dutiful and serious, with a firm sense of duty and very high standards of responsibility. While he abandoned his brash attitude after the events in Xanshi and the death of his wife, he still has a problem with authority.

JOHN STEWART PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	2	4	5	-2	3	1

POWERS

Power Ring: 126 points, Removable (–25 points) • *101 points*
AI and Database: Features 2 • *2 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation: Zero-G, Space Travel 3) • *36 points*
Force Field: Protection 12, Impervious; Immunity 10 (Life Support) • *34 points*
Force Manipulation: Array (30 points)
• **Force Blast:** Ranged Damage 15, Dynamic • *31 points*
• **Force Bubble:** Affects Others, Burst Area, and Ranged on Immunity 10 (Life Support), Dynamic • *2 points*
• **Force Constructs:** Create 16, Dynamic • *2 points*
• **Lifting:** Move Object 15, Dynamic • *2 points*
• **Mobile Constructs:** Create 12, Movable, Dynamic • *2 points*
Scanning Beam: Senses 6 (Analytical Auditory, Chemical, and Visual) • *6 points*
Universal Translator: Comprehend Languages 4 • *8 points*

ADVANTAGES

Extraordinary Effort, Fearless, Improved Aim, Teamwork

SKILLS

Athletics 6 (+8), Close Combat: Unarmed 4 (+9), Expertise: Architecture & Engineering 12 (+15), Expertise: Academics 5 (+8), Expertise: Military 8 (+11), Insight 5 (+8), Intimidation 5 (+7), Ranged Combat: Power Ring 7 (+11), Technology 8 (+11)

OFFENSE

INITIATIVE +3

Power Ring +11	Ranged, Damage 15
Unarmed +9	Close Damage 2

DEFENSE

DODGE	11	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	15/3*
WILL	16	*Without Power Ring	

POWER POINTS

ABILITIES	46	**SKILLS**	30
POWERS	101	**DEFENSES**	34
ADVANTAGES	4	**TOTAL**	215

COMPLICATIONS

Self-Doubt: John is prone to second-guess himself after his role in the destruction of Xanshi.
Power Loss: The power ring needs periodic recharging and issues a warning as its power runs low.
Weakness: The maximum rank of the Power Ring's effects is equal to the wearer's Will rank, and moments of self-doubt or hesitation can cause the ring to fail.

KILOWOG

Born on the teeming world of Bolovax Vik, Kilowog grew to become an acclaimed geneticist and bio-engineer; under still undisclosed circumstances, he was selected to become the Green Lantern of Sector 674. Kilowog distinguished himself as a Corps member, and his leadership abilities were recognized by the Green Lantern Corps' then "drill instructor", a Lantern named Ermey. When Ermey fell in battle, he passed his role onto Kilowog, who then took on the duties of instructing new Corps members in the use of their power rings.

Following the first great cosmic Crisis, Bolovax was destroyed and Kilowog was seemingly left the last of his race. As the structure of the Green Lantern Corps had been greatly altered in the wake of the Crisis, Kilowog chose to join the human and alien Lanterns of the Earth sector, a team which included Hal Jordan, Guy Gardner, John Stewart, Arisia, Ch'p, Katma Tui, and Salaak. The behemoth Green Lantern soon proved instrumental in defeating such threats as Doctor Polaris and Black Hand. He also was tempted into service with the Russian government, whose leaders cajoled him with their supposed notions of equality and fairness for all. In their employ, Kilowog helped develop the Rocket Red Brigade. He soon became disillusioned with the Russian government, and was greatly pained by the betrayal of the first Rocket Red, his friend Josef. Returning to the U.S., Kilowog had further adventures with the other Green Lanterns, and formed a close friendship with Guy Gardner, despite their vastly different personalities.

Eventually Kilowog revealed he had been able to save the population of Bolovax Vik, storing their collective life essences in his ring. Upon discovering a suitable world, Kilowog reconstituted his people, restoring their existence, albeit in a semi-corporeal form. However, the renegade Green Lantern Sinestro struck at a critical moment, destroying the Bolovax people once and for all. Kilowog and the other Green Lanterns brought Sinestro to justice, but their actions caused the dissolution of the Corps. His ring now powerless, Kilowog went to Earth, to

KILLOWOG PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	8	2	0	6	8	3	3

POWERS

Big: Feature 2 (Kilowog is large and weighs about 800 lbs.) • *2 points*
Power ring: Removable (–26 points) • *106 points*
AI and database: Features 2 • *2 points*
Communication: Senses 1 (Communication Link to Central Power Battery) • *1 point*
Create Lab equipment: Enhanced Advantage (Improvised Tools) • *1 point*
Flight: Flight 13 (16,000 MPH), Movement 4 (Environmental Adaptation—Zero-G, Space Travel 3) • *34 points*
Force Field Creation: Array (34 points)
• **Personal force field:** Impervious Protection 12, Immunity 10 (Life Support), Dynamic • *35 point*
• **Extended force field:** Burst Area 2 (60 feet) Impervious Protection 6, Selective, Dynamic • *2 points*
Force Manipulation: Array (32 points) • *39 points*
• **Force Blast:** Ranged Damage 15, Indirect 2, Dynamic • *33 points*
• **Force Constructs:** Create 16, Dynamic • *2 points*
• **Healing Constructs:** Ranged Burst Area Healing 6, Selective, Dynamic • *2 points*
• **Lifting:** Move Object 16, Dynamic • *2 points*
Scanning Beam: Senses 10 (Analytical Auditory, Chemical, and Visual, Microscopic Vision 3 (DNA level; Only useable on biological material), Penetrates Concealment Visual (Only useable on biological material) • *10 points*
Universal translator: Comprehend Languages 4 • *8 points*
Resurrectable: Feature (Upon death, Kilowog's life essence lingers and may be used to resurrect him) • *1 point*

ADVANTAGES

All-out Attack, Close Attack 4, Fearless, *Improved Tools,* Interpose, Inventor, Move-by Action, Power Attack, Ultimate Effort (Will checks)

SKILLS

Expertise: Medicine 8 (+16), Expertise: Science 4 (+12), Intimidation 6 (+9), Perception 4 (+7), Ranged Combat: Power Ring 11 (+11), Technology 8 (+16), Treatment 6 (+14)

OFFENSE

INITIATIVE +2

Power Ring +11	Ranged, Damage 15
Unarmed +10	Close Damage 10

DEFENSE

DODGE	6	**FORTITUDE**	10
PARRY	6	**TOUGHNESS**	20
WILL	16		

POWER POINTS

ABILITIES	80	**SKILLS**	23
POWERS	109	**DEFENSES**	16
ADVANTAGES	11	**TOTAL**	242

COMPLICATIONS

Compliant: Kilowog is overly trusting of authority figures such as the Oans, or leaders who espouse the egalitarian ideals of his extinct people.
Blood enemy: Kilowog has sworn revenge against Sinestro.

work with the Justice League International. Even with no ring, his intellect and strength made him formidable.
When the Lantern Corps re-activated, Kilowog returned to his position as a trainer and mentor. He died in battle against Hal Jordan (possessed by the fear-entity Parallax). His spirit lingered, and was summoned up as a "Dark Lantern" by other former Lanterns, against Parallax. After "Emerald Rebirth" Kilowog was physically reborn and returned to active duty as a Lantern. **(Str8)**

PERSONALITY

Kilowog is boisterous, extroverted, and never surrenders or quits, even against overwhelming odds. His imposing stature, brutish appearance, and slang-ridden speech ("Poozer!") belie a brilliant mind. Despite his intellect, Kilowog can be goaded into losing his temper against those who offend his sense of honor and justice, causing him to abandon caution and dive headfirst into battle. He has strong protective instincts, and does his utmost to protect others from harm, even fellow Lanterns. Because of this, he is often tough on new recruits. Due to his race's communitarian philosophies, Kilowog embraces order and unity, holding the collective good above all else. He believes a strong central authority is necessary for the Corps to function, and is among the Guardians' most loyal followers. No other Lantern is more resolute or trustworthy than Kilowog. **(Str38)**

GUARDIANS OF THE UNIVERSE

Billions of years ago, a blue-skinned sub-race on the planet Maltus, evolved into immortal, hyper-intelligent beings; these proto-Guardians set up a utopian society dedicated to knowledge and scientific research. But the one known as Krona went too far in attempting to uncover the universe's beginnings, fracturing reality; multiple other universes were spawned, the walls between life and death were weakened, and evil grew in strength. Krona was banished into limbo, and the other immortals swore to protect the primary universe from what their kinsman unleashed. They relocated to Oa, at the center of known space, and set themselves up as the Guardians of the Universe.

The Guardians created the Manhunter androids to patrol the star-ways, programming them to hunt down and defeat evil. But though the Manhunters served ably for untold generations, their design proved flawed: in one horrific instance, they committed genocide against the 666 Sector, where they deemed all intelligent life "evil." They eventually revolted against the Guardians, and made war on their creators. Defeated, they were confined to Sector 3601, where they still plot revenge.

Next, the Guardians turned to living agents, first equipping the aliens known as Hallas with uniforms, power batteries, and energy pistols, and swearing them to a code of justice. In time the Guardians learned to tap willpower itself, manifested as brilliant emerald light. The Oans constructed a gigantic Central Power Battery and forged the first, fabled green power rings. Worthy ring-bearers were selected from across the galaxy. Honest, fair, and stalwart beings who were "born without fear" became Green Lanterns, champions of interstellar space. The Green Lantern Corps have since established a reputation without equal across the universe.

The Guardians divide known space into 3600 sectors; two (previously only one) Green Lanterns are assigned to each sector, though exceptions exist (up to seven of them once operated in Earth's sector). The Green Lanterns prevent planetary disasters, thwart interstellar plunderers and pirates, battle super-villains, and contain other cosmic threats, but are forbidden to interfere with the internal governments of sovereign worlds. Failure to abide by this rule can result in banishment from the Corps or more severe punishment; when Sinestro of Korugar set himself up as judge, jury, and executioner on his world, the Guardians stripped him of his honors and imprisoned Sinestro on the Guardians & the Green Lantern corps Qward. This proved a mistake, as he made a deal with the Qwardian Weaponeers and returned to oppose the Green Lantern Corps, armed with the first yellow power ring.

The Green Lanterns' jurisdiction is not absolute; not even the Guardians are omnipotent. The Oans have been forced to sign non-aggression pacts with several other

formidable races and beings, including the Reach, the Spider Guild, Agent Orange, and Darkseid. Green Lanterns have on rare occasions given up their status in the Corps to fight for justice in these realms, as Raker Qarriat did on Apokolips and the Green Man did in the Vega System. The Green Lanterns are governed by laws written in the Book of Oa; these dictates are not immutable and were changed in the wake of the Sinestro Corps War. The cybernetically enhanced Alpha-Lanterns serve the Guardians without question to enforce these laws among the Green Lantern Corps. An Honor Guard of veteran Lanterns instructs new recruits in the ways of the Corps. The most famed instructor is Kilowog of the dead world Bolovax Vik. Rings are guided to new recipients by Mogo, the planet Green Lantern. **(Str3)**

GANTHET PL18

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	16	2	2	4	13	20	13

POWERS

Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3) • *36 points*
Force Manipulation: Array *(56 points)*
- **Force Blast:** Ranged Damage 25, Dynamic • *50 points*
- **Force Constructs:** Create 25, Dynamic • *2 points*
- **Lifting**: Move Object 25, Dynamic • *2 points*
- **Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) • *2 points*
- **Mobile Constructs:** Create 18, Moveable, Dynamic • *2 points*

Immortal: Immunity 1 (Aging), Impervious Toughness 19 • *33 points*
Psionic Powers: Communication 27, Comprehend 27, Mind Reading 27, Senses 19 (Cosmic Awareness) • *235 points*

ADVANTAGES

Assessment, Benefit 12 (Status: Guardian of the Universe), Connected, Contacts, Eidetic Memory, Fearless, Improved Initiative, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Ultimate Effort (Will Checks), Well-Informed

SKILLS

Expertise (All fields) 7 (+20), Insight 5 (+30), Perception 7 (+20), Ranged Attack (Force Manipulation) 9 (+11)

OFFENSE

INITIATIVE +6

Force Blast +11 — Ranged Damage 25

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	12	**TOUGHNESS**	16
WILL	20		

POWER POINTS

ABILITIES	140	**SKILLS**	14
POWERS	358	**DEFENSES**	18
ADVANTAGES	26	**TOTAL**	556

COMPLICATIONS

Guardians of the Universe: Since time immemorial, the Guardians of the Universe have sought to promote order and peace from their headquarters on the planet Oa. First, they created the android Manhunters, but when they proved flawed, the Guardians initiated a cadre of organic law-enforcers, wielding the green light of willpower through the power rings they wore, connected by power batteries to the great Central Battery on Oa. They became known throughout the universe as the Green Lantern Corps.
X-Level: The stat-box is Ganthet at a playable **PL18**. A Gaurdian's X-level is **PLX1** - all Powers and Abilities are assumed to be 20.

GREMLINS

While searching for a Christmas present for his teenage son, inventor/salesman Randall Peltzer discovers a small, furry creature called a Mogwai in an antique store in Chinatown. The store-owner refuses to sell the Mogwai on the grounds that owning one is too great a responsibility. However, as Randall is leaving the store, the owner's grandson sells Randall the creature, stating his family needs the money. The boy gives Randall three specific instructions in caring for the Mogwai: never expose it to bright light (especially sunlight, which will kill it); never get it wet; and, most importantly: never, ever feed it after midnight. Randall takes the Mogwai to his family in the town of Kingston Falls; being an inventor, he names the creature "Gizmo".

The following evening, Randall gives Gizmo to his son Billy and tells him the three rules he must obey. A glass of water is accidentally spilled on Gizmo, causing him to convulse and produce five new creatures from his own body. One of the creatures, dubbed Stripe for his white quaff of hair, acts as their leader, but is very hostile to Gizmo. Curious to learn more about the Mogwai, Billy takes Gizmo to his science teacher, Mr. Hanson, and produces a sixth new Mogwai. Leaving the new Mogwai with Mr. Hanson, on which he will conduct tests, Billy returns home, and the other five creatures trick him into feeding them after midnight by biting the cord of his alarm clock. In the morning, Billy discovers the creatures have turned into cocoons. Gizmo, having virtuously refused the food earlier, remains unchanged.

In the meantime, the sixth creature steals Hanson's sandwich and cocoons itself. Later, it hatches and breaks out of its cage, hiding in the dark corners of the room. Hanson tries to reason with it and bribe it with a candy bar, but the creature eats it and his hand. Billy arrives and finds the Mogwai has turned into a reptilian monster. Elsewhere, the other Mogwai have hatched into "**gremlins**", mischievous reptilian monsters with sharp teeth and claws. They attack Billy's mother, who is able to escape with Billy's help, and the gremlins are killed. Stripe escapes and leaps into a swimming pool, creating hundreds of new gremlins who go on a rampage throughout town. Billy and Gizmo rescue Billy's girlfriend Kate Beringer when the gremlins overrun the local tavern where she works. In a lucky break, Billy, Kate, and Gizmo discover the gremlins have temporarily stopped their rampage and have assembled in the local movie theater to watch *Snow White and the Seven Dwarfs*. The three set off an explosion that kills the gremlins and destroys the theater, but their celebrations are cut short when Kate spots Stripe in the window of a nearby Montgomery Ward store.

Billy follows and battles Stripe, who leaps into a water fountain intending to multiply again. Before he can multiply, Gizmo opens a set of window blinds, causing sunlight to pour into the store, killing Stripe. As the Peltzers recover from the rampage, the antique store owner arrives to claim Gizmo, claiming that the Western world is not yet ready for the responsibilities that come with caring for a Mogwai, but that Billy may someday be ready to properly care for Gizmo **(Str4/1)**

REAL NAME: GREMLINS/MOGWAI
OCCUPATION: TROUBLEMAKERS
BASE: ANYWHERE THEY BREED
HEIGHT: 2' 3" (12') **WEIGHT:** 25 LBS (5 LBS)
EYES: FED (BROWN) **HAIR:** NONE (BROWN & WHITE)

GREMLINS PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
-1	2	3	6	3	1	1	3

POWERS

Claws: Strength-based Damage 1 (Limited to Gremlin-form only) • *1 point*
Movement: Wallcrawling 1 • *2 points*
Supernatural Senses: Low-Light Vision 4 • *4 points*

ADVANTAGES

Hide in Plain Sight (Limited to dark, cluttered surroundings), Precise Attack (Close, Cover)

SKILLS

Acrobatics 8 (+11), Athletics 3 (+2), Expertise (Gadgetry) 14 (+15), Perception 8 (+9), Stealth 10 (+13)

OFFENSE

INITIATIVE +3

Claws +3 — Close Damage 0

OFFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	10	**TOUGHNESS**	10/7*
WILL		*Without Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	33
POWERS	43	**DEFENSES**	19
ADVANTAGES	14	**TOTAL**	138

COMPLICATIONS

The Rules: Keeping Mogwai is a great responsibility, not to be taken lightly, but it boils down to following these three simple rules:
Keep Them Out Of The Light: Gremlins and Mogwai are extremely sensitive to light – even a match-flame is sufficient to blind them. Direct sunlight will kill them.
Don't' Get Them Wet: If Gremlins or Mogwai come into contact with water they will replicate themselves. A single drop of water will replicate up to five offspring. Total immersion can produce a hundred or more.
And Never, Ever Feed Them After Midnight: Feeding a Mogwai after midnight will cause the transformation into a Gremlin. The change is permanent. Mogwai are minus 2 on all physical stats and have no claws.

PERSONALITY

Gremlins in all stages are mischievous, although they become outright malevolent after their transformation. Gizmo seemed unique as a Mogwai, who pointedly did not want to become a Gremlin.

POWERS AND ABILITIES

Gremlins have sharp teeth and claws, along with rough scaly skin, that provides a certain amount of protection . They have been seen to evolve physical traits like wings or extra arms. As Mogwai, Gremlins are much smaller, with soft fluffy fur. In both incarnations, they are extremely light sensitive and can see in total darkness
The Gremlins' most potent ability is their power of rapid asexual reproduction, simply by immersion in water, that can allow them to take over entire towns in a very short time.
Gremlins are also quite clever when it comes to mechanics, particularly when it comes to sabotaging mechanics, usually with some malevolent purpose – i.e. setting stop lights to all-green, causing crashes, causing car-brakes to fail, or planes to crash.

HAWKMAN

Hawkman's story of resurrection and rebirth begins during Egypt's 19th Dynasty when Egyptian prince Khufu discovered the wreckage of a Thangarian spaceship and brought it to the temple of Horus. Within the wrecked ship, Khufu discovered Nth metal, a metallic alloy with seemingly magical properties, which he forged into artifacts which gave him powers such as flight and super strength.

When the evil priest Hath-Set murdered Khufu and his consort Chay-Ara with Khufu's Nth metal knife, the power of the two lovers bond combined with the mystical properties of the Nth metal to trap them in a continued cycle of death and reincarnation. Before becoming Hawkman, Khufu lived out many lives, including that of a 5th Century British knight, the son of a 14th century German blacksmith, a 17th Century Virginian colonist, a gunslinger of the American West, and a 20th Century Pinkerton detective. With each incarnation fate had drawn him to the corresponding reincarnation of his lover Chay-Ara only to have the cycle restart upon their tragic deaths.

Khufu's 20th century incarnation, a museum curator named Carter Hall, became the first Hawkman after building a winged harness of Nth metal. He rescued and married Shiera Saunders (see **Hawkgirl**), the reincarnated Chay-Ara. The couple fought crime together using artifacts from Carter's museum. As: their bond grew, they married and helped found the Justice Society, with carter taking a position of leadership.

A Thanagarian spy name Thel Andar became the second Hawkman to infiltrate the Justice League. Prior to this assignment, he had married an Earth woman, Sharon Parker who bore him a son named Charley. Andar kept his son secret from his superiors, who brainwashed his wife to become Hawkwoman. Posing as the original Hawkman's son, Andar gained full Justice League membership. Eventually Hawkwoman uncovered Andar's true identity, and he was forced to kill her. Hawkwoman managed to warn Martian Manhunter before she died, thus blowing Andar's cover and forcing him to flee back to planet Thanagar.

Katar Hol, a Thanagarian wingman, became the third Hawkman after being framed by corrupt Thanagarian police chief Byth Rok and subsequently exiled to the Island of Chance. While in exile, Katar obtained a winged Nth metal harness designed after the one built by the original Hawkman. Katar was later exonerated and returned from exile to enforce the law as a Thanagarian wingman. He partnered with Shayera Thal (see Hawkwoman) and the pair pursued Byth Rok all the way from Thanagar to planet Earth. The partners chose to stay on Earth to serve as diplomats and to aid the planet's law enforcement against villains like Byth, eventually joining up with the Justice League of America.

America. Fel Andar's son, Charley Parker, formerly the Teen Titan known as Golden Eagle, poised as Carter Hall's son to become the fourth Hawkman after Carter Hall's apparent demise.

This charade did not last, however, and Carter Hall returned to expose Charley's true identity and reclaim the title of Hawkman. A new incarnation of Hawkman was born during the Zero Hour storyline, when Carter Hall and his wife Shiera, Katar Hol and a mysterious hawk god all became fused into a single being.

REAL NAME: CARTER HALL
OCCUPATION: ADVENTURER, FORMER MUSEUM CURATOR
BASE: ST. ROCH, LA
AFFILIATION: JLA, THANAGAR
HEIGHT: 6' 1"
WEIGHT: 195 LBS.
EYES: BLUE
HAIR: BROWN

HAWKMAN PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
6	6	4	3	10	3	4	2

POWERS

Avian Empathy: Communication 1 (Auditory), Area, Limited to Avians; Feature 1 (Birds accept him as one of their own) • *5 points*

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 8; 6 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*

Reincarnation: Immortality 1, Reincarnation (May re-distribute power points) • *3 points*

EQUIPMENT

Archaic Weapons Arsenal: Array (5 points)

- **Net:** Affliction 5 (Resisted by Dodge; Hindered & Impaired, Immobile & Defenseless), Limited Degree, Extra Condition • *5 points*
- **Cestus:** Strength-based Damage 1 (Bludgeoning) • *1 point*
- **Mace:** Strength-based Damage 3 (Bludgeoning) • *1 point*

-**Katar:** Strength-based Damage 3 (Piercing), Improved Critical • *1 point*

- **Knife:** Strength-based Damage 1 (Piercing), Improved Critical - *1 point*
- **Spear:** Strength-based Damage 3 (Piercing), Improved Critical • *1 point*
- **Medium Shield:** Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

Agile Feint, All-out Attack, Beginner's Luck, Defensive Roll, Equipment 3, Evasion, Favored Environment (Aerial), Improved Critical (Claws), Improved Critical (Mace), Improved Initiative, Instant Up, Jack-of-all-trades, Languages 2 (Ancient Egyptian, German), Move-by Action, Power Attack, Takedown 2, Teamwork, Uncanny Dodge

SKILLS

Acrobatics 6 (+10), Athletics 2 (+8), Close Combat: Archaic Melee Weapons 3 (+13), Close Combat: Unarmed 4 (+14), Deception 6 (+8), Expertise: History 8 (+11), Expertise: Law Enforcement 4 (+7), Expertise: Tactics 6 (+9), Insight 6 (+10), Intimidation 6 (+8), Investigation 5 (+8), Perception 8 (+12), Stealth 4 (+8), Technology 6 (+9), Vehicles 4 (+7)

OFFENSE

INITIATIVE +8

Knife +13	Close, Damage 7, Crit. 19-20
Mace/Katar/Spear +13	Close, Damage 9, Crit. 19-20
Net +13	Close, Affliction 5, Resisted by Dodge
Unarmed +14	Close Damage 6

DEFENSE

DODGE	12/10*	**FORTITUDE**	12
PARRY	12/10*	**TOUGHNESS**	10/9**
WILL	10		

*Without shield.
**Without Defensive roll bonus

POWER POINTS

ABILITIES	82	**SKILLS**	32
POWERS	32	**DEFENSES**	16
ADVANTAGES	22	**TOTAL**	182

COMPLICATIONS

Identity: Hawkman's multiple incarnations can occasionally complicate his life and confuse his allies. He may run into other versions of himself or run afoul of Thanagarian spies seeking to clandestinely remove him from action so they might themselves pose as Hawkman.

Relationship: Most of Hawkman's incarnations have had an ongoing romantic relationship with either Hawkgirl or Hawkwoman.

CLAW OF HORUS

"Essentially, I just hit you with the planet."

Hawkman occasionally uses this extraordinary Nth metal gauntlet which taps into the planet's gravitational field to boost the user's strength to incredible proportions.

Claw of Horus: Enhanced Strength 14, Limited to lifting and unarmed attacks made with one arm, Removable(-2 points), Indestructible • *12 points*

Note: The Claw of Horus is a plot device which significantly increases the wearer's power level. In Hawkman's case, it increases his unarmed damage to 20 and boosts his effective power level to 17.

Though powerful, this version of Hawkman was unstable due to the merging of conflicting personalities, which eventually ripped apart his psyche and sent him into exile in another dimension.
Hawkman was reborn yet again when Hawkwoman persuaded a group of Thanagarian High Priests to resurrect him. The resurrected Hawkman possessed the combined psyches of the human Carter Hall and the Thanagarian Katar Hol united within Katar's Thanagarian body.
Hawkman was one of the many super heroes killed and raised as Black Lanterns during the Blackest Night, but was one of the 12 heroes to be restored to life when Nekron's death marked the dawning of the Brightest Day. **(Str14/20)**

PERSONALITY

Hawkman is a multifaceted character who has lived many lives, but at his core he has a simple warrior's soul. There is an intensity to his personality which marks him as a born leader and alpha male, but he also has a gentler protective side which comes out, particularly around Hawkwoman or Hawkgirl.

POWERS AND ABILITIES

Hawkman's powers come from his winged Nth metal harness. The Nth metal's antigravity traits combined with the wings allow Hawkman to fly. The Nth metal also grants him great strength, extended vision, resistance to extreme temperatures, and rapid healing. The properties of the Nth metal combined with Hawkman's powerful love for Hawkgirl have caused him to cheat death through repeated reincarnations.

HAWKGIRL

Hawkgirl, like her Hawkman counterpart, has a history of reincarnations, which begins with the 19th Dynasty Egyptian princess Chay-Ara. The priest Hath-Set murdered Chay-Ara and her lover Prince Khufu with a knife Khufu had forged from mystical Nth metal. Somehow the Nth metal's properties and the power of Chay-Ara and Khufu's love combined to lock the lovers in a cycle of reincarnation.
Before becoming Hawkgirl, Chay-Ara lived many lives, each time becoming the lover and partner of a corresponding incarnation of Prince Khufu. In 5th Century Britain she was Celia Penbrook, the lady love of Brian Kent the Silent Knight. In 17th century America, she was the Algonquian princess Pocahontas and love of John Smith. In the American Old West, she was the gunfighter Cinnamon, partner to Hannibal Hawkes.
In the 20th Century United States, she lived as Shiela Carr the love of detective James Wright. In the 20th century, Chay-Ara was reborn as Shiera Saunders. When Dr. Anton Hastor, the reincarnation of Hath-Set, kidnapped Shiera, it was Carter Hall (see **Hawkman**), the reincarnation of Prince Khufu, who came to her rescue. Carter and Shiera soon fell in love, and took to fighting crime as Hawkman and Hawkgirl using winged harnesses Carter crafted from Nth metal.
As partners, the duo joined the All-Star Squadron, and participated in the founding of Justice League together. Eventually Shiera and Carter wed and she bore Carter a son named Hector Hall who would grow up to become Doctor Fate.

During the Zero Hour storyline, Shiera Hall merged with her husband and a hawk god, effectively killing Shiera as an individual. Shiera Hall's soul returned in the body of her grandniece, Kendra Shiera Saunders, the instant Kendra committed suicide in the wake of her parents' murder. Kendra survived the suicide attempt with her great aunt's soul, but retained her own mind and memories. With the help of her grandfather, Speed Saunders, Kendra worked through what had happened, and decided to take up the mantle of Hawkgirl herself. She donned the original Hawkgirl's costume and Nth metal harness and set out for life as a super hero, eventually joining the Justice Society.

Kendra was later kidnapped by a crazed band of Thanagarians who put her on mock trial for treason against Thanagar. She was found guilty. While trying to escape a lynch mob of angry Thanagarians, Kendra discovered her exposure to Nth metal had imbued her with the ability to hover even without her winged harness, and used this newfound talent to fake her death and escape to safety. Returning home to Earth, Kendra reunited with the Justice Society and had a brief romantic tryst with Red Arrow. Hawkman sought her affections, but Kendra became unnerved and confused by their past lives together which he remembered but she did not. When the Blackest Night fell, Kendra and Hawkman were ambushed by Black Lanterns. Kendra was mortally wounded and she professed her love for Hawkman with her dying breath.

After she and Hawkman were butchered, Black Hand raised them as Black Lanterns themselves. The pair were among the heroes to be restored to life at the death of Nekron and the subsequent dawning of the Brightest Day. In her current incarnation, Hawkgirl has gained full access to the memories of her myriad past lives. She continues to act as a partner to Hawkman and professes the love for him which she has felt through many lifetimes. **(Str8/20)**

PERSONALITY

Hawkgirl has a warrior's spirit, but tends to be more even-tempered than Hawkman. She seems overwhelmed at times by the many memories she now has of her past lives. The one thing she knows for certain is her deep and passionate love for Hawkman, who serves as her anchor amid a dizzying array of past lives.

POWERS AND ABILITIES

Hawkgirl's Nth metal harness provides her with protection, fast healing, enhanced strength, keen vision and shields her from extreme temperatures. anchor amid a dizzying array of past lives.

Recently Hawkgirl discovered her prolonged exposure to Nth metal has given her limited healing and hovering abilities even when she is not wearing her winged harness. The properties of the Nth metal combined with the power of her love for Hawkman tie Hawkgirl's soul to the mortal world, causing her to be repeatedly reincarnated.

HAWKGIRL PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
5	6	6	6	9	4	4	3

POWERS

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 7; 3 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*

Enhanced Healing: Regeneration 1 • *1 point*

Hover: Flight 1, Levitation • *1 point*

Reincarnation: Immortality 1, Reincarnation (May re-distribute power points) • *3 points*

EQUIPMENT

Archaic Weapons Arsenal: Array (4 points)

- **Spear:** Strength-based Damage 3 (Piercing), Improved Critical • *4 points*
- **Claws:** Strength-based Damage 2 (Slashing) • *1 point*
- **Mace:** Strength-based Damage 3 (Bludgeoning) • *1 points*
- **Sword:** Strength-based Damage 3 (Slashing), Improved Critical • *1 point*
- **Warhammer:** Strength-based Damage 3 (Bludgeoning)• *1 point*

Medium Shield: Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

Agile Feint, All-out Attack, Beginner's Luck, Defensive Roll, Equipment 3, Evasion, Favored Environment (Aerial), Improved Critical (Claws), Improved Critical (Mace), Improved Initiative, Instant Up, Jack-of-all-trades, Languages 2 (Ancient Egyptian, German), Move-by Action, Power Attack, Takedown 2, Teamwork, Uncanny Dodge

SKILLS

Acrobatics 6 (+12), Close Combat: Archaic Melee Weapons 5 (+14), Close Combat: Unarmed 6 (+15), Deception 4 (+7) Expertise: History 4 (+8), Expertise: Pop Culture 4 (+8), Expertise: Streetwise 6 (+10), Expertise: Tactics 2 (+6), Insight 4 (+8), Intimidation 8 (+11), Investigation 4 (+8), Perception 6 (+10), Stealth 5 (+11)

OFFENSE

INITIATIVE +8

Knife +13	Close, Damage 7, Crit. 19-20
Mace/Katar/Spear +13	Close, Damage 9, Crit. 19-20
Net +13	Close, Affliction 5, Resisted by Dodge
Unarmed +14	Close, Damage 5

DEFENSE

DODGE	12/10*	**FORTITUDE**	10
PARRY	12/10*	**TOUGHNESS**	10/9**
WILL	11		

*Without shield.
**Without Defensive roll bonus

POWER POINTS

ABILITIES	82	**SKILLS**	32
POWERS	30	**DEFENSES**	16
ADVANTAGES	22	**TOTAL**	182

COMPLICATIONS

Identity: Hawkgirl's multiple incarnations sometimes come back to haunt her, whether it is the appearance of a reincarnated form from another life, becoming overwhelmed with sudden memories from a past life, or becoming confused about her true identity.

Relationship: All of Hawkgirl's incarnations have had some form of romantic relationship with their corresponding version of Hawkman.

HAWKWOMAN

The first Hawkwoman was Sharon Parker, the human wife of Thanagarian spy Fel Andar. Sharon had led a normal life, marrying Fel Andar without knowing of his alien heritage or spywork. She bore him a son named Charles Parker who would later become Golden Eagle. When Fel Andar's Thanagarian superiors ordered him to infiltrate the Justice League as the new Hawkman, they brainwashed Sharon, turning her into Hawkwoman to enhance Andar's cover. When Sharon discovered her husband's true identity, she exposed his treachery to the Justice League even though it ultimately cost her life.

The second and current **Hawkwoman** is the Thanagarian Shayera Thal II, the daughter produced by a secret love affair between the poor Downsider Shayera Thal I and Thanagar's administrator of protection, Andar Pul. As a new mother, Shayera Thall abandoned her daughter in a Thanagarian ghetto called Downside to avoid a political scandal which would have ruined Pul's career. Growing up in Downside, the young Shayera met Katar Hol and came to idolize the Thanagarian wingman. After her mother died in a terrorist bombing, the young Shayera was adopted by her biological grandfather Thal Provis.

As Shayera Thal II grew into a young woman, she strove to become a Thanagarian Wingman like Katar Hol, the man she still idolized from her childhood. Joining the force, she finally got to partner with Katar Hol when her superiors secretly assigned her to keep an eye on the rebellious wingman. Together they shut down one of Byth Rok's drug cartels and eventually left planet Thanagar in pursuit of the shapeshifting criminal Byth Rok, dogging him all the way to planet Earth. Katar and Shiera decided to make Earth their new home, acting as ambassadors for Thanagar while assisting Earth's law enforcement against super criminals like Byth. This arrangement allowed them to operate on Earth legally and continue their search for Byth, though they would be forced to do so without their Thanagarian weaponry.

Shayera adopted Chicago as her new home and worked closely with local law enforcement. She and officer Verzell Jones became lovers. Then Byth resurfaced to kill Verzell and fake his own demise and framed Shayera for murdering him before he disappeared once more. Shayera turned herself in to Katar, and the two returned to Thanagar where Shayera faced charges. With Katar's help, Shayera beat the rap and prove her innocence. The partners returned to Earth to pick up Byth's trail, this time apprehending the criminal and transporting him to Thanagar to face charges for his crimes.

Over time, a romance blossomed between the two but their affair was cut short during Zero Hour when Katar Hol was mystically merged with Carter Hall, Shiera Hall, and a hawk god to form a new incarnation of Hawkman. Unable to see the new Hawkman as the man she loved, Shayera ended the relationship and returned to Chicago.

When Carter Hall, the original Hawkman, was resurrected, Shiera fought at his side with Hawkgirl and Animal Man in a final confrontation with Byth Rok. Together they defeated the Thanagarian crime lord for good. Later, Shayera joined the Thanagarian army, and fought alongside both Carter and Shiera Hall and their ally Adam Strange in the Rann-Thanagar wars.

Shayera was betrayed and apparently killed by the Tamaranean queen Blackfire. Only time will tell whether we have truly seen the last of Hawkwoman. **(Str8/20)**

PERSONALITY

Shayera is very determined. She has worked her way out of the Thanagarian ghettos of Downside to become an elite wingman. Though she has a successful career, she never forgets the poverty she once lived in, and does what she can to help other destitute souls.

POWERS AND ABILITIES

Hawkwoman wears a Thanagarian wingman's outfit, with body armor and an Nth metal winged harness which affords her considerable strength, protection and the ability to fly. Shayera is well trained in the use of firearms and archaic melee weapons alike.

HAWKWOMAN PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
5	6	6	7	9	4	2	3

POWERS

Nth Metal Wing Harness: Removable (-5 points), Indestructible; Enhanced Strength 2, plus Enhanced Strength 2, Limited to lifting and carrying (Lifting Str 7; 3 tons); Flight 7 (250 MPH), Wings; Immunity 3 (Cold, Heat, Pressure); Protection 3; Regeneration 10; Senses 1 (Extended Vision) • *25 points*

EQUIPMENT

Arsenal: Array (12 points)
- **Submachine Gun:** Ranged Multiattack Damage 4 • *12 points*
- **Knife:** Strength-based Damage 1 (piercing), Improved Critical • *1 point*
- **Mace:** Strength-based Damage 3 (bludgeoning) • *1 point*
- **Machine Pistol:** Ranged Multiattack Damage 3 • *1 point*
- **Sword:** Strength-based Damage 3 (piercing), Improved Critical • *1 point*
- **Spear:** Strength-based Damage 3 (piercing), Improved Critical • *1 point*
- **Thanagarian Graviton Pistol:** Ranged Damage 5 • *1 point*

Body Armor: Protection 1, Removable • *1 points*
Medium Shield: Enhanced Defense 4 (Dodge 2, Parry 2) • *4 points*

ADVANTAGES

All-out Attack, Assessment, Close Attack 3, Defensive Roll, Favored Environment (Aerial), Equipment 5, Improved Critical (Mace), Improved Initiative, Languages (Thanagarian), Move-by Action, Precise Attack (Ranged; Cover) 1, Quick Draw, Takedown 2, Teamwork

SKILLS

Acrobatics 6 (+12), Athletics 2 (+7), Close Combat: Archaic Melee Weapons 2 (+11), Close Combat: Unarmed 2 (+11), Expertise: Law Enforcement 6 (+8), Expertise: Streetwise 8 (+10), Expertise: Tactics 8 (+10), Insight 4 (+8), Intimidation 6 (+9), Investigation 8 (+10), Perception 8 (+12), Ranged Combat: Guns 8 (+15), Stealth 6 (+12), Technology 6 (+8), Vehicles 4 (+11)

OFFENSE

INITIATIVE +8

Graviton Pistol +15	Ranged, Damage 5
Knife +14	Close, Damage 6
Mace, Spear, Sword +14	Close, Damage 8
Machine Pistol +15	Ranged, Multiattack Damage 3
Submachine gun +15	Ranged, Multiattack Damage 4
Unarmed +14	Close, Damage 5

DEFENSE

DODGE	12/10*	**FORTITUDE**	10
PARRY	12/10*	**TOUGHNESS**	10/8**
WILL	11		

*Without shield.
**Without Defensive roll bonus

POWER POINTS

ABILITIES	78	**SKILLS**	42
POWERS	25	**DEFENSES**	17
ADVANTAGES	21	**TOTAL**	183

COMPLICATIONS

Motivation: Justice.
Power Loss: While Hawkwoman has access to Thangarian weapons, she is often unable to use them due to legal restrictions or concerns they might fall into enemy hands.
Prejudice: Hawkwoman comes from one of the lower social castes on planet Thanagar. In addition, she may encounter sexist attitudes as a woman on the Thanagarian police force or for being an illegitimate child born out of wedlock under scandalous circumstances.

HEAVEN AND HELL

Heaven and Hell are dimensions antithetical to one another and represent a creation story different than those posited by the gods and goddesses that call the Divine Realms home, though one with strong evidence to support it given the existence and hierarchical power levels of many of the entities involved, such as Lucifer and the Spectre (see individual entries for **Lucifer Morningstar** and the **Spectre**).

In the beginning, the Presence (see individual entry for **Lucifer Morningstar: the Presence**) created the universe, pushing back the primordial darkness to the fringes of creation. From the resultant chaosplasm, the Presence created first Heaven and then the physical structure of the multiverse.

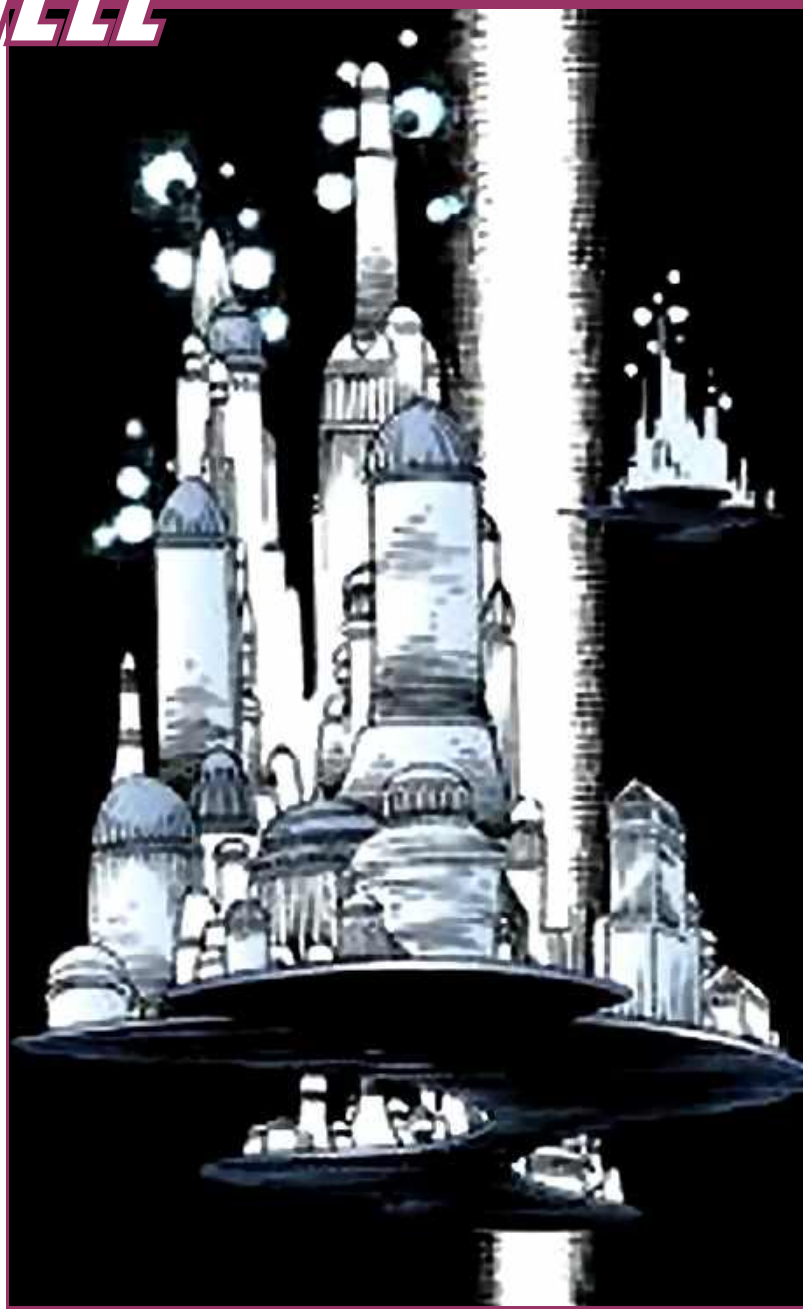
Within that physical structure, the Presence created the Silver City to act as the base of operations for his servants while finishing their assigned tasks in populating the new existence with concepts and worlds and stars and living things and all other such phenomena. Of these servants, the mightiest one-day led a rebellion from among the host of servants, or angels as they were called. The rebellion failed, and he and his followers were cast out of the Silver City. The isolated section of the multiverse to where they were exiled became Hell, and the exiled angels became known as the Fallen, led by the former instigator of their rebellion, Lucifer the Morningstar.

Over time, Hell populated with all manner of dark and infernal servants to the Fallen and became a place of punishment for the souls of mortals who had sinned. The souls of those found worthy were instead bound for Heaven, and so the relationship between the two domains was settled: one the place of reward, the other condemnation. For those souls caught between judgments, the domain of Purgatory was created.

Recently, many upheavals have upset the long-held balance of both domains. First, the Great Darkness, the personification of the nothingness that the Presence had pushed out of creation, returned to wreak vengeance on the Presence. This terrible being clawed its way to Heaven before the Presence joined with it and ended its rampage.

In the aftermath of the Great Darkness' passage through Hell, a weakened Lucifer was faced with a power struggle, which ended when he accepted Beelzebub and Azazael as partners in a triumvirate that would then rule Hell.

Later still, Lucifer left his kingdoms entirely and the ancient evil Neron ultimately seized power. Neron then gulled Asmodel, lord of the Bull Host and one of the mightiest of Heaven's warriors, into leading a second rebellion against the Presence, which also ended in failure and damned both Asmodel and his followers to join the ranks of the Fallen.



THE SILVER CITY

Heaven itself is an afterworld, home to the souls of those who died deserving of paradise as their eternal reward for whatever righteous and courageous lives they may have led. The Silver City is not home to these spirits and is distinctly *not* the same as Heaven. The Silver City is a physical outpost used by the hosts of Heaven when dealing with mortal creation and it exists outside (or "above") creation. Mortals reputedly couldn't survive contact with even its mere environment as only spirit is able to survive such sights and sounds. It is home base to the four hosts that serve the Presence, the great angelic armies of the Bull Host, the Eagle Host, the Lion Host, and the Host of Man (or Guardian Angels)

HELL

"Hell" is the general name for a large set of connected domains that form the infernal panoply. At Hell's heart burns the Hellfire Font, a mystic artifact responsible for keeping the fires of Hell burning. The infernal world is then separated into nine major provinces (and numerous smaller and insignificant provinces and sub-provinces), each of which is under the control of a separate ruler or lord. These rulers in turn owe their allegiance to an overlord called the "First Seated of the Infernal Dominion" that holds the title Dominus (or Domina, if female). The nine major provinces are as follows:

- **Pandemonia** (I)—Seat of Hell's throne and home to the ruling caste of demons.
- **Odium** (II)—The location of what passes for Hell's industrial sector.
- **Gull** (III)—The marketplace of Hell, the domain's mercantile center.
- **Praetori** (IV)—Hell's various ministerial and administrative headquarters are in this province.
- **Internecia** (V)—The province that houses Hell's militaries and the enforcers of Hell's laws.
- **Ament** (VI)—The source of Hell's cultural and propaganda ministries.
- **Labyrinth** (VII)—Hell's prison, for those inhabitants that break Hell's own laws or who are deemed simply too dangerous to wander the face of damnation "free".
- **Err** (VIII)—Home to the theological ministries that guide Hell.
- **Purgatory** (IX)—The outer Hell, where souls await damnation and entry into Hell.

Additionally, there is a dimensional waste called the Selvage, which is the buffer between the provinces of Hell. The Selvage resists and hinders the use of magic.

All of the denizens of Hell are loosely referred to as demons, but not all demons are equal (see page 285, *Heroes & Villains, Vol. 2*).

The inhabitants of Hell are rigidly stratified into a brutal hierarchy that begins with the First Seated, then the Archfiends beneath the First Seated that either rule a province or perform some other important function or are simply too powerful in their own right to bow to any lesser demons.

Below them are the Fiends, the middle management so to speak, who do the actual managing and administrative work, as well as perform the important missions for the Archfiends. Next are the demons, the countless numbers that swell the common crowds in Hell.

The lowest rung on the ladder is filled by the damned, the souls condemned over the millennia to suffer for their sins in the fires of hell: the damned rank so low that the

raw materials of Hell from which everything is built or constructed are actually rendered from their essences – they rank below land fill.

Answering directly to the ruling caste of Hell,are a number of groups filled by mid and lower-level Demons and Fiends whose functions support the everyday running of the domain: the Necro-Mages who monitor magical activity in Hell, the Exegesis Guild that controls the Renderers (machines that transform the damned into building material) and Forges (mechanical constructs that patrol Hell looking for anything that doesn't belong), and the Howlers and Rhymers (the elite of Hell's enforcers and soldiers).

Blaze and her brother, Lord Satanus, who were once the rulers of the province of Purgatory, eventually led a rebellion against Neron's rule, upsetting the delicate balance of Hell's (truly) Byzantine power structure.

This conflict eventually culminated in the Lord Satanus taking over Neron's throne only to then have a last-minute betrayal by his sister, Blaze, result in her becoming the Domina, the new First Seated of the Infernal Dominion.

PURGATORY

A Limbo-like dimension, Purgatory represents a stopover for the souls of the departed as they make their way to the afterlife awaiting them.

The waiting room of the dead, it is here those souls whose deeds must be judged before they can find there eternal reward, or those who feel they have left too much unfinished in their mortal lives and won't allow themselves to move on, all reside.

At least one section of Purgatory rests under the nominal control of Hell, presumably for those souls that are most likely to be judged worthy of damnation rather than redemption. Souls cannot consciously choose to leave Purgatory and enter Heaven, as that entrance must be earned; however, a soul *can* willingly choose to leave Purgatory and enter Hell, but then cannot return to Purgatory.

UNITED STATES OF HELL

During a conflict between the United States Military and demonic entities (technically, designated as "Hostile Species NHH-014"), the Human Defense Corps defeated a minor Fiend named Scarmaglione, and the leader of the H.D.C. detachment, a Sergeant Montgomery Kelly, assumed Scarmaglione's powers and seat, claiming the Fiend's holdings in the name of the United States of America.

This claim was accepted by the First Seated and therefore is considered valid within Hell.

ASMODEL

Asmodel was the Lord Harrier of the Bull Host, the most militant group of the hosts, and a king-angel of the Pax Dei, the Army of Heaven. His particular command was the Cherubim Alpha Battalion, the most feared of the Army's divisions. Great power and prestige were given to Asmodel, and he was ranked among the highest of the angels. It wasn't enough. Asmodel was tired of being a servant of God and tired of the peace God maintained – he wanted war conquest, and rulership. Another angel had rebelled once, eons before – Lucifer. Now Asmodel sought to succeed where Lucifer had failed. His plan was to attack from two fronts, both within and without. To do this, he enlisted the aid of the demon lord, Neron. But a guardian angel named Zauriel got wind of Asmodel's plan. Asmodel tried to subdue the angel on Earth. The attack failed and Asmodel was forced to return to Heaven.

Asmodel later returned to Earth, alone and hidden in a 'form of boy' flesh-suit, to destroy Zauriel. Killing the mortal woman Zauriel loved instead, Asmodel returned to Heaven and led the attack against it. The combined forces of the Bull Host and Neron's demons forced their way into the Throne Room itself, only to discover one simple truth – God truly is All-Powerful

Asmodel was stripped of his powers, his rank, and Neron carried his soul off to Hell, for Asmodel to endure unspeakable torture for all eternity.
Recently, Asmodel was freed from torment by Etrigan the Demon. Together they devised a plot for Asmodel to bond with the hostless Spectre, gaining the tremendous power of the Spirit of Wrath. Succeeding, Asmodel quenched the fires of Hell and literally brought Hell to Earth. After struggling with Neron for dominance of the Spectre, both demon and angel were cast out, and the Spectre bonded with a new host, former Green Lantern, Hal Jordan. With the fires of Hell reignited, Neron and his ilk, were forced to return to their damnation. Hell, however, was deemed not secure enough for Asmodel, so a new structure (the first in millennia) was built in Heaven to imprison the former king-angel. Now Asmodel sits, perhaps for all eternity, locked in his heavenly prison, biding his time until he can gain revenge.
Asmodel has an excellent eye for strategy, but he is arrogant – Asmodel truly believes no one can possibly defeat him, in though or in deed, and this makes him blind to his weaknesses. His strategies are brutal and blatant, almost contemptuous of subtly. He cares nothing for others and will sacrifice anyone and everything to help further his own goals. **(Str85)**

ASMODEL PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
16	16	10	10	12	7	10	12

POWERS

Angelic Overmind: Comprehend 2 (Animals); Senses 6 (Detect Good, Detect Evil, Detect Magic, all Ranged) • *10 points*
Flaming Spear: Array (20 points), Removable (–4 points)
• **Fire Blast:** Ranged Damage 18 • *1 point*
• **Heavenly Light:** Environment 10 (Daylight; Bright) •*1 point*
• **Spear:** Strength-based Damage 6, Affects Insubstantial 2, Penetrating 12 • *20 points*
Immortality: Immunity 4 (Aging, Disease, Suffocation); Regeneration 2 • *6 points*
Sonic flash: Array (20 points)
• **Sonic Blast:** Cone Area Damage 10 • *20 points*
• **Sonic disruption:** Cone Area Nullify Divine Summon 10 • *1 point*
Wings: Flight 7 (250 MPH), Wings • *7 points*

ADVANTAGES

Defensive Attack, Favored Environment (Aerial), Power Attack, Teamwork

SKILLS

Acrobatics 4 (+14), Athletics 4 (+20), Expertise: Angelic History 10 (+17), Insight 8 (+18), Perception 6 (+16), Persuasion 6 (+18), Ranged Combat: Flame Blast 2 (+12)

OFFENSE

INITIATIVE +10

Flame Blast +12	Ranged, Damage 18
Flaming Spear +12	Close, Damage 21, Penetrating 12
Sonic Blast	Cone Area (Dodge DC 20), Damage 10
Unarmed +12	Close Damage 16

DEFENSE

DODGE	12	**FORTITUDE**	16
PARRY	14	**TOUGHNESS**	16
WILL	14		

POWER POINTS

ABILITIES	186	**SKILLS**	11
POWERS	94	**DEFENSES**	8
ADVANTAGES	4	**TOTAL**	316

COMPLICATIONS

Enemies: Zauriel, Neron
Rebellious Angel: Asmodel has followed the footsteps of that 'other' rebellious Angel – Lucifer – in an attempt to overthrow Heaven – and has likewise wound up in Hell.

BLAZE

Blaze first appeared in modern times working under the alias of nightclub owner Angelica Blaze in Metropolis. She is the daughter of the wizard Shazam and an unrevealed demoness, and is the sister of Lord Satanus. Her quest for souls to steal brought her into conflict with Superman and she has returned to bring misery to his friends and loved ones repeatedly. Recently, she and her brother worked together to seize control of Hell in a terrible civil war. She betrayed him at the last second to take the infernal throne for herself.
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Blaze is a major demon and now Domina, meaning she has a number of infernal powers, such as granting wishes she later twists against their recipients, pulling hellfire from the underworld, summoning powerful minions (use

the Archetypes on pages 34-41, DC Adventures: *Hero's Handbook*, changing descriptors and descriptions to match demonic backgrounds). She is superhumanly durable, possessed of inhuman senses and a physical form she can change on a whim. Any additional power or minions she has as Domina are left to GM definition and may even push her into PLX territory if you choose. **(Str35)**l.

BLAZE PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	9	7	7	7	9	9	5

POWERS

Demonic Heritage: Comprehend Languages 3 (Speak, Understand, and Understood), Immunity 30 (Fortitude Effects), Protection 7, Movement 2 (Dimensional Travel 2 (Hell and Occult Dimensions)), Regeneration 5, Senses 5 (Magic Awareness (Analytical, Extended 2)) • *57 points*

Demonic Magic: Array *(60 points)*

- **Call Servants:** Summon 10, Heroic, Broad Variable Type (Demons and Infernal Creatures) • *60 points*
- **Demonic Deception:** Illusion 12 (All Senses) • *1 point*
- **"Granting Wishes" 1:** Create 14, Continuous, Innate, Precise, Subtle • *1 point*
- **"Granting Wishes" 2:** Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed) • *1 point*
- **Punishing Flames:** Perception Range Damage 14, Alternate Resistance (Fortitude), Distracting • *1 point*
- **Transmogrification:** Transform 12, Anything into Anything • *1 point*

Demonic Mask: Morph 3 (humanoids and animals) • *15 points*

ADVANTAGES

Benefit 6 (Queen of Hell), Fascinate (Deception), Improved Initiative, Ranged Attack 3, Seize Initiative, Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Deception 19 (+24), Expertise: Hell 9 (+18), Expertise: Magic 6 (+15), Insight 9 (+18), Intimidation 8 (+13), Perception 6 (+15)

OFFENSE

INITIATIVE +4

Affliction +10	Ranged, Varies
Punishing Flames	Perception, Damage 14, Resisted by Fortitude
Unarmed +7	Close, Damage 9

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	16
WILL	16		

POWER POINTS

ABILITIES	124	**SKILLS**	33
POWERS	137	**DEFENSES**	20
ADVANTAGES	15	**TOTAL**	329

COMPLICATIONS

Demonic Nature: Blaze is one of the spawn of Hell and is recognizable as such with the proper mystic senses.

Uneasy Sits the Crown: Blaze's position in Hell is always threatened. The only things that change are whether the threat is open or hidden and who happens to be behind it at any given time.

Enemies: Blaze has made enemies throughout the hierarchy of Hell, such as Neron, the Demon Etrigan, and others. She often works in secret to foil the plans of her brother Lord Satanus, just as he does against her. Superman and various magic oriented do-gooders are a constant threat to her schemes.

NERON

Neron is an ancient demon born of a pre-human age and may number among the first sentient beings. He claims to have brought the first human couple together and caused humanity's first fall from grace. A fiendish bargainer, few who have dealt with Neron over the millennia have gotten the better of the bargain.

Though he had been actively corrupting souls since the dawn of time, Neron was relatively unknown by earth's super heroes until he made a bid for world domination by manipulating the villains Captain Boomerang, Captain Cold, Heat Wave, Mirror Master and Weather Wizard into sacrificing themselves in an unholy ritual that summoned Neron to earth in person. His summoning allowed Neron to go about the business of corrupting the souls of earth's super heroes and super-villains, his ultimate goal being the location and absolute corruption of a "pure soul." Neron found his pure soul in Captain Marvel.

After a long and bloody conflict, the Justice League managed to thwart Neron's designs on their teammate with aid from the Trickster. Before his eventual defeat however, Neron was able to distribute an unknown number of demon 'blood candles', which allowed anyone who possesed one, and seeking an unholy bargain to summon Neron from Hell.

Neron's campaigns have included several attempts to conquer the very heavens. The first attempt included a plan to use Linda Park's soul and the Flash's love for her as bargaining chips to gain access to the Flash's "super force" and thus gain entrance into heaven, but this plan backfired when Neron became corrupted by the bond of love between Linda and the Flash, forcing him to relinquish both Linda's soul and the Flash's love for her. Neron later makes another attempt on Heaven by teaming up with the rebellious angel-king Asmodel, but Neron withdrew his support moments before the final battle, thus ensuring the defeat and damnation of Asmodel.

The Demon Etrigan used Neron's desire for the Specter's power to trick him into sufficiently angering the other lords of Hell so that they demoted Neron to the rank of Rhyming Demon. Neron was forced to spend the next two years regaining his power and position among the lords of Hell.

Felix Faust managed to temporarily trap Neron inside the Tower of Fate with a binding spell. Meanwhile, the demons Blaze and Lord Satanus attempted to take over the rule of Hell. Neron freed himself and raised his own army to oppose them, but became infected by a mystical disease engineered by Lord Satanus to turn demons mortal. Satanus beheaded the mortal Neron, but it is doubtful we have seen the last of this cunning fiend. **(Str90)**

LORD OF LIES

Neron is the archetypal demon prince of lies. He is constantly maneuvering, making deals and collecting souls. His insidious plots are subtle and far-reaching, to the point where few can anticipate his ultimate goal before his disparate machinations come seamlessly together to further his dark agenda. Neron is a natural wheeler-dealer. He cannot resist a chance to make a deal, a compulsion that is his greatest weakness.

Neron is one of the most powerful entities in the DC Universe, bearing such names as Lord of Lies, Wishweaver, and King of Hate. He typically appears in the form of a handsome human male, but reverts to his true demonic form when enraged.

Neron is immensely strong and nigh-invulnerable. He may alter reality to his will, though he cannot change the fundamental laws of the universe. Neron is a collector of souls, obtaining them by bargaining with mortals. Neron collects the souls sold to him through Faustian bargains or claims them as collateral from mortals who foolishly struck bargains they could not fulfill.

Neron's offers are rarely what they seem, filled with omissions, half-truths and treacherous designs. He is capable of bestowing magical powers on others, as well as creating items both mundane and superpowered.

NERON PL19

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	17	9	12	12	13	13	16

POWERS

Awareness: Senses 13 (Awareness - Cosmic, Divine, and Magical, All Extended 2) • *13 points*

Dimensional Travel: Movement 3 (Dimension Travel, Limited: the Underworld and back), Increased Mass 5 • *11 points*

Hellfire: Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), Growth 20, Transform 25 • *340 points*

Immortality: Immunity 30 (Fortitude Effects), Protection 1 • *31 points*

ADVANTAGES

Deception 22 (+35), Expertise: Occult 17 (+30), Insight 12 (+25), Intimidation 20 (+25), Perception 12 (+25), Persuasion 12 (+30), Ranged Combat: Sorcery 3 (+12)

SKILLS

INITIATIVE +7

Hellfire +12 — Ranged, 25

Unarmed +12 — Close Damage 16

OFFENSE

INITIATIVE +7

Hellfire +12 — Ranged, 25

Unarmed +12 — Close Damage 16

DEFENSE

DODGE	14	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	18
WILL	17		

POWER POINTS

ABILITIES	270	**SKILLS**	49
POWERS	395	**DEFENSES**	10
ADVANTAGES	8	**TOTAL**	732

COMPLICATIONS

Obsession: Neron cannot resist a chance to bargain. He is also obsessed with corrupting a "pure soul."

Power Loss: Neron can be demoted by the other lords to the rank of Rhyming Demon, thus losing much of his power.

Power Loss: When he becomes furious, Neron tends to lose control of his shape-shifting ability and revert to his true demonic form.

Vulnerability: Tampering with pure emotions such as love and compassion corrupts Neron with similar emotions.

ZAURIEL

A guardian angel of the Eagle Host, **Zauriel** spent millennia watching and protecting various women throughout history until he chanced to fall in love with his charge. He also learned of a plot, led by the King Angel Asmodel of the Bull Host, to overthrow the Presence. So he petitioned to be allowed to be with his mortal beloved and was cast out of Heaven, falling to Earth near San Francisco. This allowed him the opportunity to escape and warn others of Asmodel's plot.

Pursued by angels of the Bull Host, Zauriel found allies with the Justice League, and helped them to repel the angelic invasion of Earth. When things didn't work out with the woman he loved, Zauriel accepted an invitation to join the League and served as a regular member, and regained the favor of Heaven, being appointed their ambassador to the Earthly realm to help guide and inspire. They granted him heavenly armor and weaponry, and his headquarters, the Aerie, floating above Los Angeles (the City of Angels).

Zauriel has remained an active defender against demonic and mystical threats to humanity (including his old foe Asmodel) and sometime spiritual counselor to the heroic community.

His guardian angel experience makes him both a staunch defender and a sympathetic listener.

True to his guardian-angel role, Zauriel is a protector at heart. He is kind and sympathetic, though he also has a keen wit and a unique point of view on human foibles.

An embodied angel, Zauriel is stronger, tougher and faster than a human. He is a skilled warrior, and possesses angelic armor and a flaming sword forged in the foundries of the Fifth Heaven. His sword can damage spiritual and immaterial entities, cut through virtually anything and banish darkness and shadows. Zauriel retains the "sonic flash" of the Eagle Host, a hypersonic scream which can disrupt the manifestation of angelic entities. His angelic mind can also perceive more than an ordinary mortal's senses. **(Str25)**

ZAURIEL PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
7	7	7	7	7	2	4	3

POWERS

Angelic Armor: Impervious Protection 5, Removable (–2 points) • *8 points*

Angelic Overmind: Comprehend 2 (Animals); Senses 6 (Detect Good, Detect Evil, Detect Magic, all Ranged) • *10 points*

Flaming Sword: Array (20 points), Removable (–4 points)

- **Blade:** Strength-based Damage 6, Affects Insubstantial 2, Penetrating 12 • *20 points*
- **Fire Blast:** Ranged Damage 10 • *1 point*
- **Heavenly Light:** Environment 10 (Daylight; Bright) • *1 point*

Immortality: Immunity 4 (Aging, Disease, Suffocation); Regeneration 2 • *6 points*

Sonic flash: Array (20 points)

- **Sonic Blast:** Cone Area Damage 10 • *20 points*
- **Sonic disruption:** Cone Area Nullify Divine Summon 10 • *1 point*

Wings: Flight 7 (250 MPH), Wings • *7 points*

EQUIPMENT

HEADQUARTERS: THE AERIE • *14 POINTS*

Size: Huge **Tou**: 14 **features:** Communications, Concealed, Isolated, Library, Living Space, Power System, Self-Repairing

ADVANTAGES

Close Attack 4, Defensive Attack, Equipment 3, Favored Environment (Aerial), Teamwork

SKILLS

Acrobatics 4 (+11), Athletics 4 (+11), Expertise: Guardian Angel 10 (+12), Insight 8 (+12), Perception 6 (+10), Persuasion 6 (+9), Ranged Combat: Flame Blast 4 (+11)

OFFENSE

INITIATIVE +7

Flame Blast +11	Ranged, Damage 10
Flaming Sword +11	Close, Damage 13, Penetrating 12
Sonic Blast	Cone Area (Dodge DC 20), Damage 10
Unarmed +10	Close Damage 7

DEFENSE

DODGE	12	**FORTITUDE**	12
PARRY	12	**TOUGHNESS**	12/7*
WILL	12	*Without Armor Protection.	

POWER POINTS

ABILITIES	88	**SKILLS**	21
POWERS	70	**DEFENSES**	23
ADVANTAGES	10	**TOTAL**	212

COMPLICATIONS

Angel: Zauriel is neither human nor mortal, and is sometimes torn between his angelic nature and his admiration and sympathy for humanity.

Under Heaven: Zauriel's connections with the Eagle Host of angels have led to his exile and reinstatement, and have resulted in a wide variety of orders issued to him by the Heavenly Host.

HEAVYWEIGHT CHAMPIONS

For the better part of a century, the holder of the **Heavyweight Championship** of Boxing was considered the toughest fighter in the world. And in the discussion of who was the best ever, it always comes down to a short list – and while others deserve mention, invariably the two names that are always pitted next to each other are Mike Tyson **(Str14)** and Muhammad Ali **(Str8)** as the two best – certainly the best examples of their types.

Now that boxing's heyday has likely come and gone (through the advent of the Ultimate Fighting Championship and a whole new standard of Mixed Martial Arts), it is likely we will never again see the equal of boxing Champions of the past, so it's a fair case to say one of these two might be not just the best that ever was, but the best that will ever be.

Tyson and Ali had disparate styles - the dancing boxer versus the prowling stalker - as well as divergent careers. Ali's later career was marked by ever-greater glories, whereas Tyson's self-destructive lifestyle led him down the path to defeat at the hands of long-established rivals. But at their best, both men demonstrated skills in the ring that seemed insurmountable for their times.

Muhammad Ali's movement made him a phantom of a target, whereas Tyson's own slippery movement breezed past opponents' defenses. Ali had the gift of improvisation, whereas Tyson was a programmed seek and destroy missile. Intangibles might seem to favor Ali, except that stylistically, Tyson was a turbo version of the most difficult, problematic style-match-up opponent Ali ever had – Smokin' Joe Frazier – a faster, slipperier, more powerful Frazier. Ali's mind game was unequaled, but Tyson's mental game – at least, when programmed by his original team – froze opponents like a hypnotizing snake.

Who would have won? Who was actually the greatest? We'll never know for sure. In the modern days of Mixed Martial Arts, the star of boxing has somewhat faded, and when the likes of even great champions like Ali and Tyson are compared to UFC fighters, it must be recognized that without ground grappling skills, they couldn't compete in the modern arena – Mike Tyson may be built like a wrestler, but without the training you will never know.

On the other hand, the UFC has yet to attract the high-level athletes that filled the heavyweight division in boxing final hay-days – the financial lure hasn't brought candidates out of the NFL or NBA yet, so it could still be said that the best combat athletes still include former Heavyweight boxers.

So while there will always be argument over who was really the best, Muhammad Ali or Iron Mike Tyson – or any of a handful of others – the shield of the Heavyweight Championship of the World will always remain a symbol for the best fighter – the baddest man on the planet.

MIKE TYSON — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
4	4	5	5	12	1	2	4

POWERS

Iron Mike: Protection 1 • *1 point*
KO Punch: Enhanced Strength 1, Limited to Striking (no Lifting Bonus) • *1 point*

ADVANTAGES

Accurate Attack, All-out Attack, Close Attack, Defensive Roll 4, Extraordinary Effort, Improved Critical (Unarmed), Improved Defense, Improved Initiative, Precise Attack (Unarmed), Power Attack

SKILLS

Athletics 7 (+11), Close Combat: Unarmed 4 (+16), Deception 7 (+8), Expertise: Boxing 12 (+13), Expertise: Streetwise 12 (+13), Expertise: Survival 8 (+9), Intimidation 15 (+19), Perception 6 (+8), Stealth 7 (+12)

OFFENSE

INITIATIVE +8

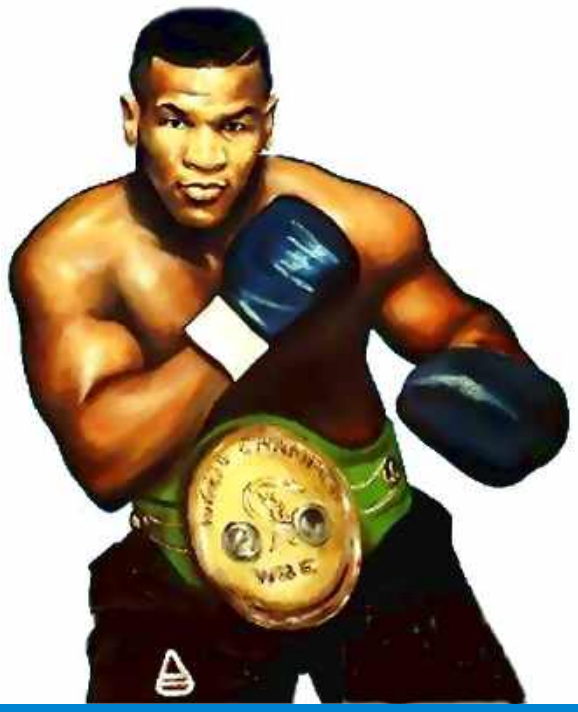
Unarmed +16	Close, Damage 5, Crit. 16-20

DEFENSE

DODGE	13	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	9/5*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	39
POWERS	2	**DEFENSES**	16
ADVANTAGES	15	**TOTAL**	146



COMPLICATIONS

Head Case: Mike Tyson was always his own worst enemy, and one of his inherent flaws as a fighter was a passive/aggressive psychology, that, when activated effectively dropped both his FGT and STA by 2 ranks each, his Will drops to 6, and his Power Level drops to 7. Tyson's self-destructive nature had long-term effects as well, as once he was out on his own – that is to say no longer living the regimented life of discipline that was the case in the half-way house for boxers that his mentor, Cus D'Amoto raised him in from the time he was 13. Abandoning the Spartan-training that made him one of the greatest Heavyweights in history, Tyson's physical attributes quickly began to slip. This period would have began almost immediately after the Michael Sphinx fight in 1988, with Tyson deteriorating quickly from a crafty, skillful combination fighter, to a one-punch bomber, and eventually, late in his career, a broken down pug prone to wild antics and illegal tactics, including but not restricted to biting – on the ear, the leg, wherever – something that has hurt his standing in history as all this resulted in losses to rivals such as Evander Holyfield, Lennox Lewis, not to mention the upset to James Douglas, before he was finally forced to quit on his stool by a low-rent journeyman in 2005.
Temper: Tyson has been known to over-react..

MUHAMMAD ALI PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	4	7	7	13	2	6	4

ADVANTAGES

Accurate Attack, Close Attack, Defensive Roll 5, Extraordinary Effort, Improved Critical (Unarmed), Improved Defense, Improved Initiative, Precise Attack (Unarmed), Taunt, Uncanny Dodge

SKILLS

Athletics 7 (+9), Close Combat: Unarmed 5 (+18), Deception 6 (+7), Expertise: Boxing 10 (+12), Expertise: Streetwise 10 (+12), Expertise: Survival 8 (+10), Intimidation 10 (+14), Perception 6 (+8), Stealth 7 (+12)

OFFENSE

INITIATIVE +10

Unarmed +18	Close, Damage 2, Crit. 18-20

DEFENSE

DODGE	15	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	9/4*
WILL	9	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	90	**SKILLS**	35
POWERS	0	**DEFENSES**	19
ADVANTAGES	14	**TOTAL**	158

COMPLICATIONS

Nemesis: Joe Frazier
The Greatest: True fans may notice that this is a rather minimalist write-up of Muhammad Ali – the label of the 'Greatest' goes far and away beyond his boxing career. To encapsulate all of this into stat-sheet form would be prohibitively expensive, and so this entry is restricted to Muhammad Ali, the fighter. But the judge should feel free to interpret the 'Greatest' as sort of an omni-power – a cache of 10 power points that may be used at discretion – whether it be for defeating an opponent, or working a crowd – or a public – whenever the judge sees fit.

HELLBOY

Hellboy is a creature summoned in the final months of World War II by Grigori Rasputin, on Tarmagant Island, a small isle just off the coast of Scotland, having been commissioned by the Nazis to change the tide of war ("Project Ragna Rok"). He appeared in a fireball in a ruined church in East Bromwich, England, on December 23, 1944. Hellboy proved not to be a devil, but a little boy-like creature with red skin, horns, a tail, and a large stone right hand — hence the name given by Professor Trevor Bruttenholm.

Taken by the U.S. forces to an Air Force base somewhere in New Mexico, Hellboy was raised by the United States Army and by the Bureau for Paranormal Research and Defense (BPRD), a U.S. government agency dedicated to combating occult threats.

As an adult, Hellboy became the primary agent for the BPRD alongside several other human and quasi-human agents. It must be pointed out that up to 2007, Hellboy has only appeared once in all of the several BPRD mini-series and that is in the fourth issue of *The Universal Machine*.

Hellboy's fellow agents include Kate Corrigan, a professor of folklore at NY University; Abe Sapien, an amphibian humanoid (*"ichthyo sapien"*); Liz Sherman, a pyrokinetic young woman; and Roger, an unusually large homunculus.

During a visit to Bromwich Church, Hellboy learned of his parentage: he was conceived some 300 years earlier by a witch, Catherine Tanner-Tremaine, and a demon Prince of Sheol. Hellboy did not exist as a baby in the real world at this point in time; the prince's 'favorite son' was a power waiting to be born. Hellboy's "Mother" also had children, a nun and a priest who now haunt the church, dying in an attempt to stop the demon from claiming their mother on her deathbed.

In the comic book stories, Hellboy is at least semi-famous, having been granted "honorary human" status by the United Nations in 1952 and becoming known as the "world's greatest paranormal investigator." As such, Hellboy interacts regularly with normal humans, most of whom are not presented as overtly reacting to his strange appearance (although his primary interactions in the comics are with law enforcement officials from different organizations, the military, and various "scholars of the weird"). In the film version, however, Hellboy is kept under lock and key, and considered simply an "urban legend" by the general populace.

Hellboy's adventures span the 1940s to the present day, and involve elements such as sorcerers, Nazis, the Thule Society, hollow earth explorers, werewolves, vampires, ghosts, and other oddities, such as the Ogdru Jahad. Several of the storylines deal with Hellboy's Right Hand of Doom and its purpose in initiating the Apocalypse. **(Str30)**

REAL NAME: UNREVEALED, ALIAS: ANUNG UN RAMA
OCCUPATION: PARANORMAL EXTERMINATOR
BASE: NEW JERSEY **AFFILIATION:** B.P.R.D.
HEIGHT: 6' 5" **WEIGHT:** 450 LBS
EYES: YELLOW **HAIR:** BLACK

PERSONALITY

Hellboy has a cynical, rough-edged charm, is prone to wisecracks, and he favors the wade-in-slugging solution to most problems. He also likes big guns. He is not a complete blunt instrument, of course, and can be subtle and canny when he needs to be.

POWERS AND ABILITIES

Hellboy has great strength agility, and durability, along with invulnerability to fire. His 'Right Hand of Doom' has even greater super-strength and is made of indestructible stone. His demonic heritage gives him potential for other magical powers. He is a competent gumshoe, well versed in supernatural lore.

HELLBOY PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	9	6	3	8	2	2	5

POWERS

Demonic-Stamina: Enhanced Stamina 11 Immunity 11 (Fire and Heat Effects), Healing Factor (Regeneration) 2, Impervious Toughness 2 • *26 points*

Leaping 2 • *2 points*

Right Hand of Doom: Enhanced Strength 2 Limited to Red Right Hand (Lifting STR10; 25 tons), Immunity 17 (Fire, Heat, and Pain Effects), Improved Critical, Indestructible • *19 points*

EQUIPMENT

'Samaritan' Shotgun Pistol: Ranged Damage 5 • *5 points*

ADVANTAGES

All-out Attack, Equipment 1, Fearless, *Improved Critical,* Improved Hold, Languages 5 (Base: English, Gaelic, German, Latin, Russian, Sumerian), Power Attack, Ritualist

SKILLS

Close Combat: Unarmed 4 (+12), Expertise: Paranormal Investigation 4 (+6) Intimidation 9 (+16), Perception 5 (+6), Ranged Combat: Samaritan 6 (+12), Ranged Combat: Throwing 4 (+10)

OFFENSE

INITIATIVE +11

Right Hand of Doom +12	Close Damage 10
Samaritan +12	Ranged, Damage 5
Throw + 12	Ranged, Damage 8
Unarmed +12	Close Damage 8

DEFENSE

DODGE	10	**FORTITUDE**	11
PARRY	10	**TOUGHNESS**	9
WILL	6		

POWER POINTS

ABILITIES	86	**SKILLS**	16
POWERS	45	**DEFENSES**	12
ADVANTAGES	11	**TOTAL**	171

COMPLICATIONS

Bureau of Paranormal Research and Defense: Hellboy spends most of his time fighting monsters, demons, supernatural creatures, and generally bumping back at things that go bump in the night.

Supernatural Gadgets: Hellboy carries a cache of Crosses, Holy Water, Silver Bullets, or any related-object he might need

HEROES FOR HIRE

Heroes For Hire, Inc. was a small business licensed by the state of New York, which offered a full line of professional investigation and protection services. Heroes For Hire was owned by Luke Cage and Daniel Rand. It had offices on Park Avenue and two paid employees, secretary Jennie Royce and lawyer/business representative, Jeryn Hogarth.

Heroes For Hire would not accept jobs involving extralegal activities, and functioned as a workable business for years until circumstance forced the company's disbandment. But after the Onslaught Crisis, when most of Earth's heroes were believed killed, the company started up again, expanding their roster, rotating in different heroes, and the company operates to this day.

Cage: Luke Cage grew up in Harlem and fell into a life of petty crime. Framed for murder by a jealous rival, Luke was sent to prison. There he was offered the chance for parole in exchange for his participation in a scientific experiment. The experiment granted Luke bulletproof skin and superhuman strength.

Using his new abilities, Luke established himself as a 'Hero For Hire.' To those seeking the aid of a street – level champion. He adopted the working name of Power Man, although he rarely uses that name anymore, going simply by 'Cage'. During one adventure, Luke encountered Iron fist, and struck up a friendship that endures to this day.

Although Heroes For Hire present themselves as a mercenary organization, both Luke and Iron Fist are truly dedicated to protecting society against criminals and super-villains. Their fees are negotiable and often dependent on the client's ability to pay, and both are willing to work for no payment if the cause is just. **(Str35/45)**

Iron Fist: After his parents were killed in Tibet, Daniel Rand was taken in by the denizens of K'un-L'un, a mystical city high in the Tibetan mountains. Their Danny was apprenticed to the martial arts masters of the city.

Over the years, Danny learned many secrets of K'un-L'un. He became a master of the 'Iron Fist' technique after slaying the dragon, Shou-Lao the Undying, with his bare hands.

As Iron Fist, Danny traveled to the United States and became a crimefighter, often in partnership with Luke Cage, as the Heroes For Hire. Danny's family fortune has been a benefit over the years in keeping the company running.

Danny is involved in a long-term relationship with Misty Knight, who is one of the 'Daughters of the Dragon' and co-owner of Nightwing Restorations – an insurance detective agency that often works in association with Heroes For Hire. Danny is also close with lady Samurai, Colleen Wing, Misty's partner. **(Str9/16)**

BASE: NEW YORK CITY, FORMERLY HARLEM
FOUNDING MEMBERS: CAGE, IRON FIST
MEMBERS: COLLEEN WING, HERCULES, HULK, DEAD POOL, SPIDER-WOMAN, SHANG-CHI, SHE-HULK, ANT-MAN, MISTY KNIGHT
HEADQUARTERS: PARK AVENUE, FORMERLY ABOVE THE GEM THEATER. ON 42ND STREET
VEHICLES: NO OFFICIAL VEHICLES

CAGE — PL10/PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9/11*	9/11*	1	1	8	1	2	0

POWERS

Steel-Hard Skin: Impervious Toughness 10, Protection 2 • *12 points*

Super-Strength: Enhanced Strength 1 Limited to Lifting (Lifting Str10; 25 tons/Str11: 50 tons) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Power Attack

SKILLS

Close Combat: Unarmed 3 (+11) Expertise: Streetwise 10 (+11), Intimidation 8 (+8), Perception 5 (+7), Ranged Combat: Throwing 6 (+7)

OFFENSE

INITIATIVE +1

Throw + 7	Ranged, Damage 9/11*
Unarmed +11	Close Damage 9/11*

DEFENSE

DODGE	8	**FORTITUDE**	9/11*
PARRY	8	**TOUGHNESS**	11/13*
WILL	8		

POWER POINTS

ABILITIES	62/70*	**SKILLS**	14
POWERS	13	**DEFENSES**	11
ADVANTAGES	4	**TOTAL**	104/112*

COMPLICATIONS

Falsely Accused: Luke's criminal record has been expunged.

Power Boost: Cage's powers have recently increased to the second set of stats listed above, and his PL is 11

Relationships: Luke is long-term partners with Iron Fist, as 'Heroes For Hire', and the two often work in conjunction with Colleen Wing and Misty Knight of 'Nightwing Restorations."

Temper: Luke is no one to mess with when he gets his dander up.

IRON FIST — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3/4	3/4	7	7	10/12	1	4	4

POWERS

Chi: Enhanced Strength 1, Enhanced Stamina 1, Enhanced Fighting 2, Activation (Standard), Check Required (Will DC 17), Unreliable (5 rounds) • *4 points*

ADVANTAGES

Accurate Attack, All-out Attack, Close Attack, Defensive Roll 3, Extraordinary Effort, Improved Critical (Unarmed), Improved Defense, Improved Initiative, Improved Trip Precise Attack (Unarmed), Power Attack, Uncanny Dodge

SKILLS

Athletics 7 (+10/11), Close Combat: Unarmed 5 (+15/17), Expertise: K'un-L'un Lore 8 (+9), Perception 6 (+8), Stealth 7 (+14)

OFFENSE

INITIATIVE +10

Unarmed +15/17*	Close, Damage 3/4*, Crit. 19-20
	*With Chi Bonus

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/3*
WILL	10	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	78/86	**SKILLS**	15
POWERS	4	**DEFENSES**	21/19
ADVANTAGES	14	**TOTAL**	134/139

COMPLICATIONS

Iron Fist: Enhanced Strength Close, Damage 14 Crlt. 18-20, Limited to once per day, Striking only Check Required (Will DC 14)

Relationship: Iron Fist is partners with Luke Cage, forming the business/superhero team, 'Hero For Hire'. He also works with Misty Knight and Colleen Wing of Nightwing Restorations, and is romantically involved with Misty Knight.

NIGHTWING RESTORATIONS

Female investigators, Colleen Wing and Misty Knight maintained their own company – ostensible for insurance investigations, but invariably resulting in crime-busting collaboration with Heroes For Hire. Colleen is a trained Samurai (Fgt 7, Sword +3), and Misty is an ex-cop with a robotic arm (Str6). The two also ran their own branch of Heroes For Hire, employing marital arts-oriented team that included the Black Cat and Shang Chai

HIERARCHY OF INFINITY

There is a category of beings called 'Omnipotent' or 'All-Powerful' – 'X-Level' in M&M vernacular – and the ranges are wide. Over 20 ranks, stats are fairly arbitrary, and exist mostly to place these X-beings into some kind of order, but in general, Class 1000 (30 ranks) is solar system range. Class 3000 (40 ranks) galactic, and Class 5000 (50 ranks) is universal.

Beyond Level 1 (55 ranks) is beyond the universe -multiversal power. Beyond Level 2 (60 ranks) is beyond the multiverses into the 'megaverse' (DC and Marvel are different megaverses). At the top of the **Hierarchy of Infinity** is Beyond Level 3 (X-rank) – power over the entire 'omniverse' – all reality

Having said that, the X-Level is a category of X-factors. CL1000 routinely bleeds into the galactic level, and CL3000 entities often perform universal feats. The order is often fluid, as X-Level beings are difficult to gauge in any case, and in some instances, there are continuity issues – although many X-characters can be quantified simply by their described nature or function.

NOTE: This grouping does not include beings like Thanos, Mikaboshi, God-Emperor Doom, or King Thor, who utilized power sources covered elsewhere (the Infinity Gauntlet, Oblivion, the Beyonders, Odin Force).

POWER LEVEL-X

Power Level X is for omnipotent beings with abilities outside the scope of M&M game mechanics. The primary entries provide specific ranks and PL for use in high-level campaigns where many X-beings interact. However, most of these entities are impossible to quantify so, most often, GMs may apply the much looser category of 'X-level', where actions are automatic, and if rolls are necessary, all abilities and skills are assumed to be 20, with a +20 bonus for each additional 'X-rank', up to 100 points.

X-LEVELS: SCALE OF INFINITY:

X1: Typical cosmic entity, often a member of an ancient, advanced race, or possibly its last survivor. Some are once-normal beings evolved or transformed to a higher state. All Powers and Abilities are assumed to be 20.

X2: 'Minor Omnipotent' – includes the rulers of godly pantheons ('Skyfathers'), and mid-level cosmic entities. All Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank **(20x2=40)** on all rolls.

X3: 'Major Omnipotents'. Abstract and Semi-Abstract beings representing truly universal ideas, like Order and Chaos, the Cosmic Balance, or the Fire of Life. All Powers and Abilities assumed to be 20 with a +20 bonus for each additional X-rank (**20x3=60**) on all rolls.

X4: The embodiment of an entire universe and all that it physically and conceptually holds, or the ability to control it. All Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

X5: Far beyond the universe, and often the multiverse. All Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank (**20x5=100**) on all rolls.

X: God. All rolls automatic. Omniversal.

BEYOND-LEVEL 3: OMNIVERSAL 'GOD' PLX

Beyond-Level 3 is ultimate power, the pure X-character – God. Although, by definition, that in and of itself should restrict the category to a single entity, there are at least two that fit the bill – those being Marvel's 'One Above All' and DC's 'The Presence' – and it's possible they both represent one and the same being – a final Creator. In any case, all other supposedly omnipotent forces in either reality, have ultimately acknowledged one of these two entities as the final power in existence.

THE PRESENCE

The Presence, or Yahweh, is the Creator of everything within the DC Universe, and possibly the Omniverse, as well. As such, He may be synonymous with the being referred to in the Marvel Universe as the One Above All. The Presence is the supreme authority that even such beings as Lucifer and Archangel Michael answer to.

Unlike His science-fiction-oriented counterpart at Marvel, DC's Supreme Being is very much a traditional Judeo-Christian God - with minor adjustments, to fit DC reality, although he bends toward the wrathful, Old Testament-type, subject to the moral relativity-themed stories of the Endless and Lucifer, and evidenced by the fact that He apparently abandoned the DC Multiverse forever, passing on His power within DC reality to his grand niece, Elaine Belloc. **(StrBY-3)**

PRESENCE	PLX - X POINTS
Abilities: Str X **Sta** X **Agi** X **Dex** X **Fgt** X **Int** X **Awe** X **Pre** X	
Powers: Supreme Being: (Variable Power, All Powers), Growth X, Immortality X, Immunity X, Impervious Toughness X, **Omnipresence:** Teleport X, **Omniscience:** Communication X, Comprehend X, Mind Reading X, Senses X (Cosmic Awareness)	
Advantages: All-Out Attack, Assessment, Benefit X [Status (Supreme Being), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) X (+X), Insight X (+X), Intimidation X (+X), Perception X (+X)	
Offense: Initiative +X, Cosmic Energy +X (Ranged Damage X), Unarmed +X (Close Damage X)	
Defense Dodge X, Parry X, Fortitude X, Toughness X, Will X	
Totals: Abilities X + Powers X + Advantages X + Skills X + Defenses +X =X	
Complications: Relationships: The Presence' closest relations are his sons Lucifer Morningstar, and Archangel Michael – both estranged. He also has a grandniece, Elaine Belloc, who inherited his power within the DC multiverse.	

THE ONE ABOVE ALL

The One Above All is the Creator of everything within the Marvel Universe, and may be synonymous with the being refereed to in the DC Universe as the Presence or Yahweh. The One Above All is the supreme authority that even such beings as the Living Tribunal answers to. **(StrBY-3)**

ONE ABOVE ALL	PLX - X POINTS
Abilities: Str X **Sta** X **Agi** X **Dex** X **Fgt** X **Int** X **Awe** X **Pre** X	
Powers: Supreme Being: (Variable Power, All Powers), Growth X, Immortality X, Immunity X, Impervious Toughness X, **Omnipresence:** Teleport X, **Omniscience:** Communication X, Comprehend X, Mind Reading X, Senses X (Cosmic Awareness)	
Advantages: All-Out Attack, Assessment, Benefit X [Status (Supreme Being), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) X (+X), Insight X (+X), Intimidation X (+X), Perception X (+X)	
Offense: Initiative +X, Cosmic Energy +X (Ranged Damage X), Unarmed +X (Close Damage X)	
Defense Dodge X, Parry X, Fortitude X, Toughness X, Will X	
Totals: Abilities X + Powers X + Advantages X + Skills X + Defenses +X =X	

BEYOND -LEVEL 2: MEGAVERSAL PLX5

Beyond-Level 2 is megaversal – the sum total of an entire creation – all it's multiverses, dimensions, etc. It is the last level of infinity to be given numerical measure.

THE BROTHERS

In their original incarnation, the Marvel and DC **'Brothers'** were the embodiment of each's Megaverse – ALL things within the Marvel/DC spectrum of existence – in fact, some sources suggest that it was originally intended that the Brothers actually WERE the Presence and the One Above All (although this treatment does not fit DC's Abrahamic biblical God) – but this origin was later retconned by Marvel, establishing that the Brothers were created by the Living Tribunal of the Marvel Multiverse, with the aid of the Spectre of the DC-Multiverse, to guard each reality and keep them separate. In any case, the two Brothers far exceed even the Living Tribunal in power – described as a 'speck' - in their original incarnation; they would supercede other Beyond-level 2 beings such as the Great Evil Beast. **(StrBY-2)**

BROTHERS PLX5/PL43 - 1825 POINTS

A: Str 60 **Sta** 60 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Multiversal Authority: Variable Power 60 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects) Impervious Toughness 60, Impervious Toughness 60 Impervious Toughness 60, **Omnipresence:** Teleport 60, **Omniscience:** Communication 60, Comprehend 60, Mind Reading 60, Senses 60 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 35 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 35 (+60), Insight 35 (+60), Intimidation 35 (+60), Perception 35 (+60)

Offense: Initiative +25, Cosmic Energy +60 (Ranged Damage 95), Unarmed +25 (Close Damage 60)

Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 60, Will 25

Totals: Abilities 540+ Powers 1170 + Advantages 45 + Skills 70 + Defenses 0 =1825

Complications: The Megaversal Divide: Because of the incompatible nature of DC and Marvel realities, the Brothers were created by the Living Tribunal of the Marvel Multiverse, and the Spectre of the DC-Multiverse, to be guardians of the Megaversal divide. As such, each Brother wields the entirety of the sum total of power of their respective reality. It was shown that the Brothers dwarf the Living. Tribunal in power, and are superseded only by the Marvel's One Above All and/or DC's 'The Presence ('God')'.

THE GREAT EVIL BEAST

The Anti-Creation of DC reality – the **Great Evil Beast** was the shadow created by reality when the Presence said, 'Let There Be Light'. It is unclear in what form the Great Evil Beast currently exists after it merged with the Presence, and then after the Presence abdicated its role to His Grandniece, Elaine Belloc.

The Great Evil Beast had Beyond Level-2 stats and the Spectre's whole body was unable to budge its thumb, and the metaphysical community expressed doubt that even the Presence could contain it. **(StrBY-2)**

GREAT EVIL BEAST PLX5/PL43 1824 POINTS

A: Str 60 **Sta** 60 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Great Darkness: Variable Power 60 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects,) Impervious Toughness 60, **Omnipresence:** Teleport 60, **Omniscience:** Communication 60, Comprehend 60, Mind Reading 60, Senses 60 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 35 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 35 (+60), Insight 35 (+60), Intimidation 35 (+60), Perception 35 (+60)

Offense: Initiative +25, Cosmic Energy +25 (Ranged Damage 60), Unarmed +25 (Close Damage 60)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 34, Will 20

Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 60, Will 25

Complications: Yin/Yang: When the Darkness reached the gates of the Heaven's Silver City, it extended its hand, and the unforeseen occurred - the Presence offered His own Hand, and when they touched, both the ultimate light and the supreme dark merged, forming the perfect balance.

Elaine Belloc: The half-human daughter of Archangel Michael, who inherited stewardship of DC Creation when the Presence abdicated, would presumably have identical abilities to her father Michael. Beyond Level-1 (55 ranks).

THE HEART OF THE UNIVERSE

The Heart of the Universe is the spark of Creation ignited by the One Above All, and is the sum total of power within the Marvel Multiverse. It is a non-sentient Beyond-Level-1 power source, and while empowered by the Heart of the Universe, Thanos demonstrated mastery over the Living Tribunal, who was in company with Eternity, Infinity, and a universe of entities. It is also from this wellspring that sprang the Infinity Being whose suicide created the Marvel Multiverse. **(StrBY-1)**

HEART OF THE UNIVERSE PLX4/PL41 1201 POINTS

Abilities: Str - **Sta** 56 **Agi** - **Dex** - **Fgt** - **Int** - **Awe** - **Pre** 25

Powers: Wellspring of Creation: Variable Power 56 (All Powers), Immunity 30 (Fortitude effects), Impervious Toughness 56, **Omniscience:** Communication 56, Comprehend 56, Mind Reading 56, Senses 56 (Cosmic Awareness)

Advantages: All-Out Attack, Benefit 30 [Status (Power of Multiversal Creation), Power Attack, Ultimate Effort (Powers)

Skills: Expertise (All fields) 56 (+56), Insight 56 (+56), Perception 56 (+56)

Offense: Initiative +25, Omnipotence (Perception Range Damage 56)

Defense Dodge N/A, Parry N/A, Fortitude Immune, Toughness 56, Will N/A

Totals: Abilities 102 + Powers 982 + Advantages 33 + Skills 84 + Defenses 0 = 1201

Complications: Ultimate Power Source: Certain beings have attempted to harness the power of the Heart of the Universe. For many millennia, the members of the group known only as The Celestial Order jealously guarded access to the Heart of the Universe for their own purposes, powering their technology and personal energies. Thanos of Titan upped the ante when he merged with the Heart of the Universe – absorbing it and becoming master of the Marvel Multiverse.

THE INFINITY BEING

Presumably, the first sentience that developed within the Heart of the Universe, the **Infinity Being** – 'Infiniti' - was apparently a singular being that encompassed all of Marvel Creation. Despairing at its own loneliness, the Infinity Being committed cosmic suicide, and from this death was born the multiverse of infinite realities. Aspects of the Infinity Being's power were separated within each of these infinite realities in the form of the Soul Gems (which when collected, allow their wielder to manifest the Infinity Being's full power within the boundaries of that individual reality). Beyond Level 1 (55 ranks). **(StrBY-1)**

INFINITY BEING	PLX4/PL40 1690 POINTS
A: Str 55 **Sta** 55 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25	
Powers: Omnipotence: Variable Power 55 (All Power Descriptors)**, Immunity 30** (Fortitude effect), Impervious Toughness 55, **Omnipresence:** Teleport 55, **Omniscience:** Communication 55, Comprehend 55, Mind Reading 55, Senses 55 (Awareness)	
Advantages: All-Out Attack, Assessment, Benefit 30 [Status (Creator of the Multiverse), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 30 (+55), Insight 30 (+55), Intimidation 30 (+55), Perception 30 (+55)	
Offense: Initiative +25, Cosmic Energy +25 (Ranged Damage 55), Unarmed +25 (Close Damage 55)	
Defense: Dodge 25, Parry 25, Fortitude Immune, Toughness 55, Will 25	
Totals: Abilities 520 + Powers 1060 + Advantages 40 + Skills 70 + Defenses 0 = 1690	

THE BEYONDERS

The Beyonders were long known only as shadowy beings from beyond the multiverse, responsible for the creation of Cosmic Cubes, but were recently revealed to be an omnipotent race of aliens plotting to destroy the entire Marvel Multiverse. Attacking en masse across the multiverse, the Beyonders defeated the Living Tribunal, before being destroyed themselves by Dr. Doom, who stole their power, becoming 'God-Emperor Doom'. As God-Emperor, Doom wielded the Beyonder's collective might at 55 ranks (PL40), sufficient to battle and defeat the Black Panther wielding an Infinity Gauntlet **(StrBY-1)**

BEYONDERS	PLX4/PL39 2176 POINTS
A: Str 53 **Sta** 53 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25	
Powers: Omnipresence: Teleport 53, **Omniscience:** Communication 53, Comprehend 53, Mind Reading 53, Senses 53 (Cosmic Awareness), **We Are From Beyond:** (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude), Impervious Toughness 53	
Advantages: All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 27 (+53), Insight 27 (+53), Intimidation 27 (+53), Perception 27 (+53)	
Offense: Initiative 25 Cosmic Energy +25 (Ranged Damage 53), Unarmed +25 (Close Damage 53)	
Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 53, Will 25	
Totals: Abilities 406 + Powers 1874 + Advantages 40 + Skills 56 + Defenses 0 = 2176	
Complications: Collective Might: Acting collectively, the Beyonders' Variable Power is 55 (PL40), and they gain the Multi-Attack Extra.. **Limitation:** Cannot manipulate time.	

THE LIVING TRIBUNAL

As The representative of the One Above All, within the Marvel Multiverse, for all practical purposes, the **Living Tribunal** acts as the One Above All itself, with Beyond Level 1 powers (55 ranks). **(StrBY-1)**

LIVING TRIBUNAL PLX4/PL40 1695 POINTS

A: Str 55 **Sta** 55 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Omnipotence: Variable Power 55 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects), Impervious Toughness 55, **Omnipresence:** Teleport 55, **Omniscience:** Communication 55, Comprehend 55, Mind Reading 55, Senses 55 (Cosmic Awareness)

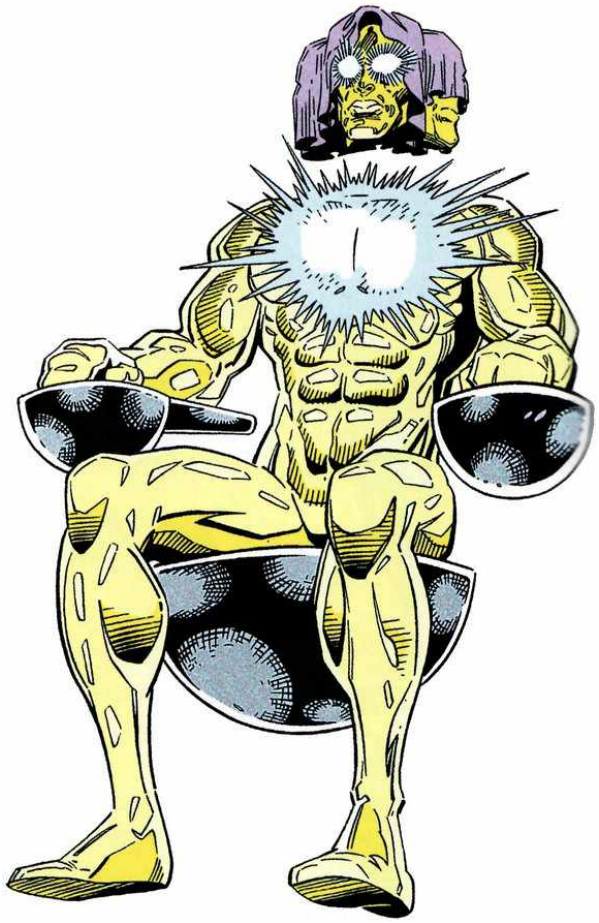
Advantages: All-Out Attack, Assessment, Benefit 30 [Status (Adjudicator of the Multiverse), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 30 (+55), Insight 30 (+55), Intimidation 30 (+55), Perception 30 (+55)

Offense: Initiative +25, Cosmic Energy +25 (Ranged Damage 55), Unarmed +25 (Close Damage 55)

Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 55, Will 25

Totals: Abilities 520 + Powers 1075 + Advantages 40 + Skills 60 + Defenses 0 = 1695



THE INFINITY GAUNTLET

The Infinity Gauntlet technically is not a 'multiversal' power as its influence extends only to its home reality and related dimensions, but its control of that reality is absolute. The Living Tribunal once stood against the Gauntlet, when it ordered Adam Warlock to relinquish its power, but since Warlock voluntarily stepped down, it is uncertain as to whether the Tribunal would have won a confrontation. The Gauntlet was also defeated by 'God-Emperor Doom', who had stolen the collective power of the Beyonders. **(StrBY-1)**

INFINITY GAUNTLET PLX4/PL40 2155 POINTS

Abilities: Str - Sta - Agi - Dex - Fgt - Int - Awe - Pre 25

Powers: Mind Gem: Indestructible, Variable Power 55. All Mental Powers), **Power Gem:** Indestructible, Enhanced Ability 55 (All powers and abilities, Limited to wielder's PRE unless wielder is consciously aware of its ability FGT, AGI, DEX, INT, AWE, PRE, may not exceed 25), **Reality Gem:** Indestructible, Variable Power 55, **Soul Gem:** Indestructible, Variable Power 55. (All Will-based Powers), **Space Gem:** Indestructible, Variable Power 55. (All Movement Powers, Limited to wielder's PRE unless backed by the Power Gem, **Time Gem:** Indestructible, Variable Power 55 Limited to manipulation of the time stream, Limited to wielder's PRE unless backed by the Power Gem)

Advantages: All-Out Attack, Assessment, Benefit 30 (Status: Wielder of the Infinity Gauntlet), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 55 (+55), Insight 55 (+55), Intimidation 30 (+55), Perception 50(+50)

Offense: Initiative + N/A, Cosmic Energy +25 (Ranged Damage 55), Unarmed +25 (Close Damage 55)

Defense D. N/A, P. N/A, Fortitude N/A, Toughness 55, Will N/A

Totals: Abilities -25 + Powers 2040 + Advantages 40 + Skills 95 + Defenses 0 = 2155

ARCHANGELS LUCIFER & MICHAEL

Within the DC Universe, these are the first two born sons of Heaven, and may wield any Power with Beyond-level 1 ability. They are specifically only limited that Lucifer cannot create matter and Michael cannot shape it – at least on a Creation scale. And they are not God – nor are they the sum total Anti-Creation of the Great Evil Beast. **(StrBY-1)**

LUCIFER MORNINGSTAR PLX4/PL40 891 POINTS

Abil: Str 8 **Sta** 16 **Agi** 3 **Dex** 5 **Fgt** 12 **Int** 22 **Awe** 25 **Pre** 25

Powers: Awareness: Senses 23 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition) ;**Immortal:** Immunity 30 (Fortitude), Impervious Toughness 19; **Sorcery:** Energy Control 55 (Variable Power, Any Powers listed – Limited: cannot create something from nothing); **Dimensional Travel:** Movement 3 (Dimension Travel

Advantages: All-Out Attack, Assessment, Benefit 30 (The Morningstar, The Devil), Connected, Diehard, Fearless, Great Endurance, Leadership, Power Attack, Power Attack, Range Attack 10, Ultimate Effort (Powers), Well-Informed

Skills: Deception 18 (+40), Expertise: History of Creation 38 (+55), Insight 15 (+40), Intimidation 30 (+55), Perception 10 (+35), Persuasion 10 (+40), Ranged Combat: Sorcery (Flame/Energy Blast) 12 (+25)

Offense: Initiative +3, Energy Blast +25 (Ranged Damage 55), Unarmed +12 (Close Damage 8)

Defense Dodge 16, Parry 16, Fortitude Immune, Toughness 16, Will 31

Totals: Abilities 232 + Powers 494 + Advantages 51 + Skills 79 + Defenses 23 = 891

Archangel Michael: Michael has: Str 8 Sta 16 Agi 3 Dex 5 Fgt 12 Int 22 Awe 25 Pre 25 with corresponding adjustments to his skill ranks and defenses. He also loses the Deception Advantage

THE BEYONDER

The original **Beyonder** was the most powerful being to ever exist in the Marvel Universe – although editorial shake-ups at Marvel resulted in a myriad of retcons that tampered with both his origins and his power levels. Recently, he has been established as a 'child unit' of the omnipotent race of Beyonders, whose collective might exceeds the Living Tribunal. **(StrBY-1)**

BEYONDER PLX4/PL39 1506 POINTS

A: Str 52 **Sta** 52 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: I Am From Beyond: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude), Impervious Toughness 52, **Omnipresence:** Teleport 52, **Omniscience:** Communication 52, Comprehend 52, Mind Reading 52, Senses 52 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 27 (+52), Insight 27 (+52), Intimidation 27 (+52), Perception 27 (+52)

Offense: Initiative 25 Cosmic Energy +25 (Ranged Damage 52), Unarmed +25 (Close Damage 52)

Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 52, Will 25

Totals: Abilities 402 + Powers 1010 + Advantages 40 + Skills 54 + Defenses 0 = 1506

THE INFINITES

These are vastly powerful creatures possibly on the level of the Beyonders – The **Infinites** (possibly collectively) wield power seen to dwarf that of Eternity (Beyond-level 1). The full scope of the Infinites' power is unknown, but for game purposes, assume them to be subject to the jurisdiction of the Living Tribunal. It is possible that stats for the Infinites individually are substantially lower than their collective; in one instance, an Infinite sacrificed its life to create a single planet. In such a scenario, consider the stats above a 'collective' for the Infinites as a whole, with individual Powers-stats at Shift Z (500) (25 ranks). **(StrBY-1)**

INFINITES	PLX4/PL39 1612 POINTS
A: Str 52 **Sta** 52 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25	
Powers: Omnipotence: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude Effects), Impervious Toughness 52, **Omnipresence:** Teleport 52, **Omniscience:** Communication 52, Comprehend 52, Mind Reading 52, Senses 52 (Cosmic Awareness)	
Advantages: All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 27 (+52), Insight 27 (+52), Intimidation 27 (+52), Perception 27 (+52)	
Offense: Initiative 25 Cosmic Energy +25 (Ranged Damage 52), Unarmed +25 (Close Damage 52)	
Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 52, Will 25	
Totals: Abilities 508 + Powers 1010 + Advantages 40 + Skills 54 + Defenses 0 = 1612	

HUNGER

The Hunger Entity is a recently revealed Dimensional Parasite, which feeds on entire realities. Hunger apparently enters a reality at a power level comparable to the avenue it used to gain entrance. For example, in its only known appearance, it used Galactus as an entry to the Marvel Universe, and entered with presumably CL3000 (40 ranks) stats, as the creature initially 'wilted' before Galactus' power. Hunger quickly absorbed Galactus' power and moved beyond CL3000 to CL4000 and then would have presumably attained Beyond-level 1 Vampirism stats had it not been thwarted by Thanos. Hunger seems bound by Multiversal strictures, so most of his other stats probably peak at CL5000 (50 ranks). **(Str5000 Varies)**

HUNGER	PLX4/PL38 1178 POINTS
Abilities: Str * **Sta** * **Agi** * **Dex** * **Fgt** * **Int** 25 **Awe** 25 **Pre** 25	
Powers: Universal Parasite: Energy Absorption 50, Immunity 30 (Fortitude Effects) Weaken 50 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous Dimensional **Travel:** Movement 3 (Dimension Travel, Limited: Requires Mental Control of a being within the target reality), **Mental Control:** Communication 65, Comprehend 65, Mind Reading 65, Mind Control 50, Senses 65 (Detect Realities), **Regeneration:** Regeneration 50	
Advantages: All-Out Attack, Assessment, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 25 (+50), Perception 25 (+50)	
Offense: Initiative * Energy Absorption +25* (Close Damage 50)	
Defense Dodge *, Parry *, Fortitude *, Toughness *, Will 25	
Totals: Abilities 50+ + Powers 946 + Advantages 8 + Skills 60 + Defenses 0 = 1178	

CLASS 5000: UNIVERSAL-LEVEL ABSTRACTS PLX4

Class 5000 is the sum total power of an entire universe, including all its associated future and past timelines, as well as its sub-dimensions (such as the godly dimensions, Hell, or the realms of magic).

ETERNITY/INFINITY/DEATH/OBLIVION

These four beings are the metaphysical manifestations of the Marvel Universe itself. Eternity and Infinity are actually two sides of the same conceptual entity, with Eternity embodying Time and Infinity embodying Space, just as Death and Oblivion are two sides of the opposite coin. All manifestations have CL5000 (50 ranks) powers and abilities across the board, and represent the supreme powers within the perimeters of the universe. Eternity has been claimed to exist on a multiversal level, and as such, a case may be made that he could wield powers on a level with his multiversal peers like the Tribunal, but CL5000 (50 ranks) is their ceiling within the perimeters of each aspect's own jurisdiction. The following stats apply for Eternity as well as Infinity, Death and Oblivion. **(Str5000)**

ETERNITY PLX4/PL38 1505 POINTS

A: Str 50 **Sta** 50 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Embodiment of the Universe: Variable Power 50 (Any Powers with the Cosmic Descriptor), Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 50, **Omnipresence:** Teleport 50, **Omniscience:** Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 25 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 25 (+50), Perception 25 (+50)

Offense: Initiative +25, Cosmic Energy +25 (Ranged Damage 50), Unarmed +25 (Close Damage 50)

Defense Dodge 25, Parry 25, Fortitude Immune, Toughness 50, Will 25

Totals: Abilities 500+ Powers 920 + Advantages 35 + Skills 50 + Defenses 0 = 1505

Complications: Relationships: Eternity's primary interaction is with his counterpart/mate, Infinity, but he also keeps a number of mortal contacts, such as Dr. Strange, Adam Warlock as well as the Silver Surfer. Among Cosmic Beings, the Celestials are known to act upon Eternity's will – perhaps like worker ants – he is described as part of the 'Cosmic Compos' with Infinity, Mistress Death, and Oblivion, and part of the 'Cosmic Trinity' with Mistress Death and Galactus.

THE SOURCE

The physical manifestation of the DC Universe, **The Source** is the equal of Eternity, although its write-up in the original DC Heroes MEGS game, narrows the powers it can manifest in the physical universe to CL3000 (40 ranks) – a reflection that it is in fact only an aspect of the Presence, and not the Presence itself. It is, however, statted with CL5000 (50 ranks) mental traits. It is likely that, beyond the Source Wall, the Source would manifest the full range of CL5000 (50 ranks) abilities. **(Str5000)**

THE ENDLESS: DEATH & DESTRUCTION

Death and **Destruction** represent the highest of the Endless in terms of power-level, both embodying universal-forces equal to Marvel's Eternity or Mistress Death. Other members of the Endless do not wield powers on this scale, except on their own narrow sphere of influence. The Endless also manifest as physical beings, of not much more than human to low super-human level, with bodies that can be killed or destroyed, although they may manifest in a new one whenever they wish as long as their concept remains. **(Str14)**

DEATH PLX4/PL38 1216 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 16 **Awe** 22 **Pre** 25

Powers: Death's Touch: Magic 50 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to bringing about a fated death), **Endless Existence:** Immortality 20, Immunity 30 (Fortitude effect), Teleport 30, **Magic:** Magic 35 (Variable Power, Any Powers with the Cosmic Descriptor), **Omniscience:** Communication 16, Comprehend 16, Mind Reading 16, Senses 16 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 25 [Status (Embodiment of Death), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 18 (+34), Insight 17 (+40), Intimidation 25 (+50), Perception 18 (+40)

Offense: Initiative +3, Magic +25 (Ranged Damage 35), Power of Death 25 (Ranged Affliction 50), Unarmed +5 (Close Damage 4)

Defense Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 22

Totals: Abilities 174 + Powers 934 + Advantages 57 + Skills 39 + Defenses 12 = 1216

Destruction: Destruction has: Str 11 Sta 12 Agi 3 Dex 3 Fgt 20 Int 15 Awe 15 Pre 17 with corresponding adjustments to his sill ranks and defenses.

CLASS 4000 PXL3

Class 4000 (45 ranks) is for near-universal entities whose powers dwarf beings like the Celestials or Galactus, but are still below beings like Eternity.

ENTROPY

In an obvious nod to DC's 'Endless', Eternity has seven aspects of himself – the 'Friendless' - **Empathy, Enmity, Eternity, Entropy, Epiphany, Eulogy,** and **Expediency**. The highest of these, and probably the highest of the Class 4000 entities is probably Entropy – who killed Eternity, usurping his place… and unwittingly becoming Eternity when he tried to recreate the universe. **(Str4000)**

ENTROPY PLX3/PL35 1420 POINTS

A: Str 45 **Sta** 45 **Agi** 25 **Dex** 25 **Fgt** 25 **Int** 25 **Awe** 25 **Pre** 25

Powers: Embodiment of the Entropy: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects) Impervious Toughness 45, **Omnipresence:** Teleport 45, **Omniscience:** Communication 45, Comprehend 45, Mind Reading 45, Senses 45 (Cosmic Awareness)

Skills: Expertise (All fields) 20 (+45), Insight 20 (+45), Intimidation 20 (+45), Perception 20 (+45)

Offense: Initiative +25, Cosmic Energy +15 (Ranged Damage 45), Unarmed +15 (Close Damage 45)

Defense Dodge 25, Parry 25, Fortitude **Immune**, Toughness 45, Will 25

Totals: Abilities 480 + Powers 870 + Advantages 30 + Skills 40 + Defenses + 0 = 1420

THE COSMIC EGG

COSMIC EGG PLX4/PL33 351 POINTS

Abilities: Str - Sta - Agi - Dex - Fgt - Int - Awe - Pre 25

Powers: Indestructible: Protection 12, **Reality Manipulation:** Variable Power 45 (Limited to twice the wielder's PRE), Ranged Affliction 45 (Resisted by Fortitude, Transformed)

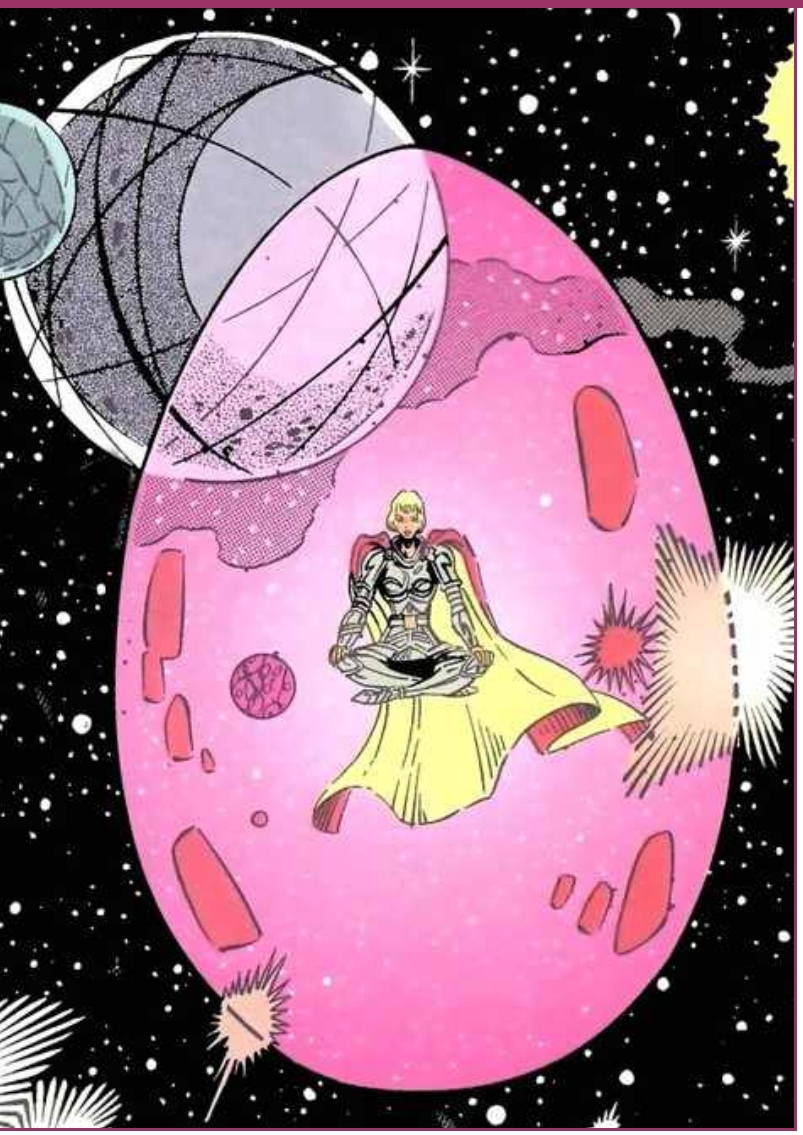
Advantages: All-Out Attack, Power Attack, Ultimate Effort (Powers)

Skills: Perception 20 (+20)

Offense: Initiative N/A, Ranged Affliction (Ranged, Varies 45)

Defense Dodge N/A, Parry N/A, Fortitude N/A, Toughness 12, Will N/A

Totals: Abilities -20 + Powers 372 + Advantages 3 + Skills 10 + Defenses 0 = 351



The Cosmic Egg is a collection of thirty Cosmic Cubes with universal-level reality-altering abilities, although only under certain circumstances. Eternity and Infinity dismissed its machinations as irrelevant – although this could have referred to the wielder's intentions rather than the power of the object. **(StrN/A)**

THE GALACTUS ENGINE

The Galactus Engine was once Galactus' counterpart from the Cancerverse until The Many-Angled Ones of the outer dark took him apart, amplified the power within his corpse and bio-engineered an apocalyptic mechanism, an engine of cosmic annihilation unlike anything the Multiverse had seen before. It proved significantly more powerful than the combined forces of the entire race of Celestials, the Proemial Gods, Aegis and Tenebrous, as well as Galactus himself. It was eventually destroyed by Mistress Death, capping its powers at CL4000. **(Str3500)**

GALACTUS ENGINE PLX3/PL34 1280 POINTS

A: Str 43 **Sta** 43 **Agi**-3 **Dex** 6 **Fgt** 14 **Int** 24 **Awe** 24 **Pre** 24

Powers: Immortal: Immunity 30 (Fortitude Effects), Impervious Toughness 43, **Power Cosmic:** Energy Control 43 (Variable Power, Any Powers with the Cosmic Descriptor), **Flight:** Flight 43 (Space Travel 10), Teleport 43, **Psionic Powers:** Communication 43, Comprehend 43, Mind Reading 43, Senses 43 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Eidetic Memory, Power Attack, Ultimate Effort (Powers)

Skills: Expertise 16 (+40) (Chemical, Electronic, Mechanical, Structural) Intimidation 16 (+40), Ranged Combat 18 (+24)

Offense: Initiative -3, Cosmic Energy +24 (Ranged Damage 43), Unarmed +24 (Close Damage 43)

Defense Dodge -16, Parry 2, Fortitude Immune, Toughness 43, Will 24

Totals: Abilities 350 + Powers 890 + Advantages 5 + Skills 30 + Defenses 5 = 1280

CLASS 3000: SUB-UNIVERSAL LEVEL PLX3

The Class 3000 (40 ranks) division represents the sub-Eternity-level abstracts and the highest of the semi-abstract physical entities. These are the fundamental forces and powers that act within the universe, performing as part of its basic functions – the heart, the lungs, the bones, the spirit – all the different aspects of Eternity.

Some of these entities are actual physical beings with universal-level functions – with Galactus and the Celestials being among the most powerful examples of these – where others are pure abstracts, with the highest in this category probably being Master Order and Lord Chaos.

MASTER ORDER & LORD CHAOS

Within the Marvel Universe are several major abstract entities that embody the opposing concepts and sub-categories of reality below Eternity and Death. Prominent among these sub-universal abstracts are **Master Order** and **Lord Chaos**, who rank individually as CL1000 (30 ranks) entities but generally work in tandem and combine for CL3000 effects (40 ranks) (**PL30**). Order and Chaos are fundamental aspects of existence, and within their own sub-dimensional realm, they represent polar opposite forces similar to Death and Eternity within mainstream reality.

Lord Chaos and Master Order are ranked above beings like Galactus and the Celestials – not due to pure power levels, but because, as pure abstracts, they cannot be physically destroyed as can a physical being Galactus or a Celestial, (although they can be overpowered), as long as the concepts of Order and Chaos exist. Also, as aspects of Eternity, Lord Chaos and Master Order essentially act as the face of Eternity within their own dimensional realm.

On the other hand, Chaos and Order were unable to stop their own rogue agent, the In-Betweener when he escaped into the mainstream universe in an attempt to supplant Galactus, and they were only able to corral their errant servant when the subsequent battle with Galactus carried them both back into their dimension - so, it seems their power over mainstream reality is limited. **(Str500/1000)**

The In-Betweener: As the agent of Master Order and Lord Chaos, the In-Betweener, manifests powers of any opposing concept, usually at Shift Z (500) (25 ranks) although he has also been shown to be able to command the actions of higher abstracts, so long as they represent opposing forces, such as the time he induced Mistress Death to kill the Elders of the Universe against her will **(Str30)**

MASTER ORDER PLX3/PL25 1297 POINTS

A: Str 25 **Sta** 25 **Agi** 20 **Dex** 25 **Fgt** 20 **Int** 25 **Awe** 25 **Pre** 25

Powers: Conceptual Entity: Immortality 20, Immunity 30 (Fortitude effects), Impervious Toughness 25, **Intangibility:** Insubstantial 4, Dynamic, Protection 2, **Embodiment of Order:** Energy Control 30 (Variable, Any Power with the Cosmic Descriptor), **Omnipresence:** Teleport 50, **Omniscience:** Communication 50, Comprehend 50, Mind Reading 50, Senses 50 (Cosmic Awareness)

Advantages: All-Out Attack, Assessment, Benefit 20 Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Range Attack, 5, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 25 (+50), Insight 25 (+50), Intimidation 5 (+30), Perception 25 (+50)

Offense: Initiative +20, Cosmic Energy +20 (Ranged Damage 30), Unarmed +20 (Close Damage 25)

Defense Dodge 20, Parry 20, Fortitude Immune, Toughness 25, Will 25

Totals: Abilities 380 + Powers 842 + Advantages 35 + Skills 40 + Defenses 0 = 1297

Complications: Conceptual Entity: Order and Chaos are basic forces of existence, and while they may be controlled by superior power, they cannot be destroyed except through the destruction of the universe itself. If the manifestations of Order and Chaos are destroyed, they may reform themselves, unless destroyed with a psychic attack.

The Border of Order and Chaos: Along with Lord Chaos, Master Order is one half of the primal forces of Order and Chaos – operating in conjunction with Lord Chaos (which is almost always the case), their energy powers combine for 40 ranks (PL30). If operating in the perimeters of their own realm, Order and Chaos act as the face of Eternity (**PLX4**).

The In-Betweener: Master Order and Lord Chaos have created an agent to act ensure that balance is maintained between their two opposing forces. This agent, the In-Betweener has been known to run rogue. **The In-Betweener** has: **Str** 8 **Sta** 16 **Agi** 11 **Dex** 11 **Fgt** 10 **Int** 1 **Awe** 11 **Pre** 15, **Cosmic Entity:** Immortality 25, Immunity 30 (Fortitude Effects) Impervious Toughness 16, **Reality Manipulation:** Energy Control 25 (Variable, Any Powers with the Cosmic Descriptor), **Omnipresence:** Teleport 25, **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness); **Dodge** 12, **Parry** 12, **Fort** Immune, **Toughness 16**, **Will** 14.

GALACTUS

The quintessential cosmic entity, **Galactus,** the mighty Devourer of Worlds, is routinely described as the most powerful physical being in the universe. Over the course of his long career, Galactus has battled with nearly every cosmic entity of note in multiple realities. And while his fluctuating power-levels have left his specific position in the cosmic hierarchy in question, recent impressive showings against long-time rivals, like the Celestials, Odin, the Phoenix – even Order and Chaos, establish Galactus at near the top of the CL3000 weight-class.

Galactus is, along with Eternity and Death, part of the Cosmic Trinity of the Marvel Universe. His exact purpose is undefined, but has been variously described as maintaining the balance between Death and Eternity, acting as a guardian against cosmic-level threats; Death and Eternity both claim that Galactus also plays some vital role in the 'final destiny' of the Universe. In one alternate reality, he is a population control for Celestials. In one possible future, he sacrifices himself at end of the universe, to become a new creation event.

Galactus manifests CL3000-level cosmic power (40 ranks), although his abilities vary dramatically depending upon his feeding, dropping 5 ranks each month he does not consume a planet – although he may also increase his storage by feeding frequently – there is an alternate future where he consumed the entire universe. Despite his near-abstract status, however, Galactus does possess a physical, biological body, which can be injured or killed. His physical form has CL1000 (30 ranks) Strength and Toughness, with Shift X 150 Body Armor (Impervious Toughness 32) at normal optimum power-levels.

Galactus' reputation has suffered in recent years, with a fairly extensive record of defeats, often at the hands of non-entities – 'lesser beings' like heroes protecting a prospective planetary meal – and to be fair, the heroes HAVE to win – usually through some plot device, with the most common being the aforementioned 'weakness due to his Hunger'; it can be assumed that Galactus is usually encountered at a CL1000 (30 ranks) power level, with Shift Z (500) Strength (25 ranks), and often significantly less than that – during the first Secret Wars, for example, he had not fed for three months, leaving him with Shift Y (200) (22 ranks) Energy Powers, and Shift X (150) (21 ranks) Strength.

Still, even with these qualifiers in place, the sheer number of losses whittled away at Galactus' prestige, with some even relegating him to a minor entity, and so the editorial decision was finally made to correct things with a number of battles against established measuring stick foes, and re-legitimize Galactus' claim as the most powerful physical living being in the universe. **(Str1000)**

GALACTUS PLX3/PL25 1401 POINTS

A: Str 30 **Sta** 30 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 24 **Awe** 24 **Pre** 24

Powers: Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 32, **Devourer of Worlds:** 280–point Array, **AE: Cosmic Hunger:** Weaken 40 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous, **AE: Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers), **I Am Power Beyond Power!:** 280-point Array, **AE: Power Cosmic:** Energy Control 40 (Variable–Cosmic Descriptor), **AE: Force Field:** Impervious toughness 32, **AE: Kinetic Bolts:** Ranged Damage 25, **AE: Molecular Conversion:** Transform 40, **Knowledge Beyond Thought!:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Herald), **Space Flight:** Flight 20 (Space Travel 10), Teleport 30

Advantages: All-Out Attack, Assessment, Benefit 20 (Status: World Devourer, Cosmic Trinity), Connected, Contacts, Eidetic Memory, Equipment X, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack, 3, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise 16 (+40) (All fields) Intimidation 16 (+40), Perception 16 (+40), Technology 16 (+40)

Offense: Initiative +7, Power Cosmic +10 (Ranged Damage 25-40), Power Cosmic +10 (Close Weaken 40), Unarmed +12 (Close Damage 30)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 30, Will 24

Totals: Abilities 316 + Powers 1016 + Advantages 34 + Skills 25 + Defenses 5 = 1401

CELESTIALS

The Celestials are an entire race of Galactus-level space gods – any single individual of which could be a contender for the most powerful being in the universe. The Celestials are complete enigmas, their purpose still a mystery. All that is known is that they are vastly powerful, with CL3000-level (34 ranks) physical stats, at least CL1000 (30 ranks) energy powers (higher for elite Celestials), and that they travel from world to world in 'Hosts' performing genetic experiments on the indigenous flora – often producing super-beings – and they seem to act at the will of Eternity. Besides the 'Hosts', other Celestials have been observed, only to perform a single function and never be seen again.

The Celestials have always hovered near the very top of the Cosmic Hierarchy, with nary a misstep – their CL3000 (34 ranks) imperviousness rendering them beyond injury from most attackers – even cosmic ones. In addition, in battles with the Destroyer and Galactus, they have demonstrated the ability to combine their energy powers for CL3000 (40 ranks) attacks. The Celestials have comfortable wins over the combined powers of the Earthly gods – although this was the entire Fourth Celestial Host. Galactus devoured a Celestial in one alternate future, and in another, Franklin Richards-turned-Galactus also killed several Celestials. In the 616 universe, both Franklin Richards and Galactus each killed two of the Earth-4280 Celestials, but were also both overwhelmed by their numbers, suggesting that both Franklin and Galactus outpower a typical individual Celestial.

There ARE, however, individual Celestials that could challenge for the number one spot. Arishem, the Judge, is traditionally considered the top Celestial, although the One Above All might surpass him. The Dreaming Celestial defeated Arishem, but was defeated by the rest of the Host. Then there was Exitar the Exterminator, ten thousand feet tall - five times the size of a standard Celestial – possibly comparable to the giant combined Celestial that was able to take out Galactus in a single blast. There is also Scathen the Approver, a giant Celestial from an alternate future that seemed to surpass the might of the Living Tribunal itself, and possibly more. This Celestial's origins were never explained and it has never been seen again. **(Str2500)**

ARISHEM — PLX3/PL25 1045 POINTS

A: Str 34 **Sta** 34 **Agi** 2 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Giant Armored Space God: Immunity 30 (Fortitude), Impervious Toughness 40, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Celestial Brethren), **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Untold Cosmic Power:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35, **AE: Transform**: Transform 35

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory Equipment X*, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 12, Ultimate Effort (Powers), Well-Informed; *Celestials have any Equipment rank they need

Skills: Close Combat: Unarmed 2 (+12), Expertise (All Fields) 14 (+34), Insight 14 (+34), Intimidation 20 (+40), Perception 14 (+34), Technology 14 (+34)

Offense: Initiative +2, Cosmic Energy +14 (Ranged Damage 35), Unarmed +12 (Close Damage 34)

Defense: Dodge 10, Parry 10, Fortitude Immune, Toughness 34, Will 20

Totals: Abilities 294 + Powers 662 + Advantages 44 + Skills 39 + Defenses 6 = 1045

THE PHOENIX

The embodiment of Destruction and Rebirth in Marvel's universe, the **Phoenix Force** is another perennial contender that could easily take the top spot in the division – and by some accounts, far above that. The Phoenix' ultimate function is a CL5000 (50 ranks) feat – to burn away the old universe and be reborn in the new one – but that's a one-time feat – once per universe actually, and in the practical universe, the Phoenix is sharply limited. To manifest in the physical universe, it must draw from the wellspring of life, and so must channel its energy through a mortal body, usually capping its abilities at not much higher than Unearthly (100) (19 ranks). If the Phoenix uses its powers higher than CL1000 (30 ranks), it risks becoming out of control, potentially releasing its full power and destroying the universe. The Phoenix has faced off the Celestials, destroying Arishem's hand, preventing him from rendering judgment. The Phoenix has also had good showings against Galactus – facing him off once in an alternate reality, once in the 616 reality, and also defeating a hunger-weakened Galactus once in the mainstream universe – although Galactus did defeat the Phoenix once in its Jean Grey incarnation.

The nature of the Phoenix Force suggests it could easily be the top sub-Eternity power, although its normal levels manifest much lower. The Phoenix' purpose is rather muddled as the treatments in the X-Men stories from which the Phoenix sprang vary widely, without always paying homage to the mainstream cosmic hierarchy. Also, one-time power stunts don't necessarily predispose a higher power as this is also theoretically true of Galactus - a being vital in universal death and rebirth. **(Str1000)**

PHOENIX PLX3/PL25 1057 POINTS

A: Str 30 **Sta** 30 **Agi** 10 **Dex** 10 **Fgt** 10 **Int** 20 **Awe** 24 **Pre** 24

Powers: Flight Of The Phoenix: Flight 20 (Space Travel 10), Teleport 30, **Phoenix Force:** Energy Absorption 30, Energy Control 30 (Variable–Cosmic Descriptor), **Psyche Of All Living Things:** Communication 30, Comprehend 30, Mind Reading 30, Senses 30 (Cosmic Awareness), **Rise From The Ashes:** Immortality 2, Immunity 30 (Fortitude effects), Impervious Toughness 30, **Wellspring of Life:** Enhanced Traits 10 (all powers), Limited: any power used above 35 risks the Phoenix Force becoming destructive and out of control

Advantages: All-Out Attack, Close Attack 2, Assessment, Benefit 20 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Expertise (All fields) 10 (+35), Insight 10 (+35), Intimidation 15 (+40), Perception 15 (+40)

Offense: Initiative +14, Phoenix Force +10 (Ranged Damage 30-40), Unarmed +10 (Close Damage 30)

Defense Dodge 10, Parry 10, Fortitude Immune, Toughness 30, Will 24

Totals: Abilities 316 + Powers 674 + Advantages 30 + Skills 27 + Defenses 0 = 1057

THE PROEMIAL GODS

The Proemial Gods were a nearly omnipotent group of beings born in the wake of the Creation Event that birthed the current Marvel Universe. They are described as comparable to Galactus, and two of them – Aegis and Tenebrous – defeated Galactus, although it was an ambush and Galactus went down from a strike from behind. It was also established that Galactus defeated and imprisoned the lot of them many millennia ago. They presumably possess CL3000-level powers (35 ranks), although it should be noted, Galactus showed up, apparently ready to resume the two-to-one battle without the sort of prep he engaged in for battle with the Celestials. Aegis was also the first to fall in the war versus the Cancerverse's Galactus Engine – so, high-level entities, but below the Celestials and Galactus. **(Str1000)**

TENEBROUS PLX3/PL23 1100 POINTS

A: Str 30 **Sta** 30 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 24 **Awe** 24 **Pre** 24

Powers: Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 30, **Proemial God:** 245-point Array, **AE: Cosmic Energy:** Energy Control 35 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 35 (Variable, Adds to all Abilities and Powers), **AE: Transform**: Transform 35, **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Brethren)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Proemial God), Connected, Contacts, Eidetic Memory, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise 9 (+35), (Chemical, Electronic, Mechanical, Structural) Intimidation 9 (+35), Technology 6 (+34)

Offense: Initiative +7, Cosmic Energy +10 (Ranged Damage 35), Unarmed +12 (Close Damage 30)

Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 30, Will 23

Totals: Abilities 306 + Powers 698 + Advantages 34 + Skills 13 + Defenses + 7 = 1100

IMPERIEX

DC's Galactus analogue is a destroyer of entire galaxies. **Imperiex** presumably ranks similar to Galactus as a CL3000 power (40 ranks). He is rated below the Proemial Gods as he proved to be an aberration rather than a natural force in his native universe, and there is only one of him. **(Str1000)**

IMPERIEX PLX3/PL25 1127 POINTS

A: Str 30 **Sta** 30 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 24 **Awe** 24 **Pre** 24

Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 32, **Embodiment of Entropy:** 280-point Array, **AE: Power of the Big Bang:** Energy Control 40 (Variable–Cosmic Descriptor), **AE: Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers), **AE: Transform**: Transform 40, **Space Fight:** Flight 20 (Space Travel 10), Teleport 30, **Omniscience:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Probes)

Advantages: All-Out Attack, Assessment, Benefit 20 [Status: Galaxy Destroyer), Connected, Contacts, Eidetic Memory Equipment 15, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+12), Expertise 14 (+38), (Chemical, Electronic, Mechanical, Structural) Intimidation 16 (+40), Technology 16 (+40)

Offense: Initiative +7, Cosmic Energy +10 (Ranged Damage 35), Unarmed +12 (Close Damage 34)

Defense Dodge 12, Parry 12, Fortitude Immune, Toughness 30, Will 24

Totals: Abilities 294 + Powers 734 + Advantages 49 + Skills 24 + Defenses 8 = 1127

THE ENDLESS: DREAM

In DC's universe, the **Endless** are powerful conceptual beings that, like Marvel's Abstracts, embody certain concepts or states of reality, although not necessarily in opposition to each other. Among the most powerful of the Endless are Death, with CL5000 powers (50 ranks) level when enacting a predestined death, and Dream, who manifests CL3000 (40 ranks) powers within his own dimension. When not acting within their spectrum of influence, however, the Endless' powers are significantly reduced, subject to the physical laws around them, and average out at around Shift Y (200). NOTE: Marvel's 'Nightmare' would have similar stats to Dream. **(Str15)**

DREAM	PLX3/PL33 840 POINTS
Abil: Str 4 **Sta** 9 **Agi** 3 **Dex** 3 **Fgt** 5 **Int** 16 **Awe** 20 **Pre** 25	
Powers: Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Dreamlord:** Magic 40 (Variable Power, Any Powers with the Cosmic Descriptor; Limited to within the Dreaming); **Magic:** Magic 25 (Variable Power, Any Powers with the Cosmic Descriptor);**Omniscience:** Communication 14, Comprehend 14, Mind Reading 14, Senses 14 (Cosmic Awareness)	
Advantages: All-Out Attack, Assessment, Benefit 20 [Status (Embodiment of Dreams), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ranged Attack 22, Ultimate Effort (Powers), Well-Informed	
Skills: Expertise (All fields) 18 (+32), Insight 15 (+36), Intimidation 15 (+40), Perception 20 (+40)	
Offense: Initiative +3, Magic +25 (Ranged 28), Dreamstuff +25 (Ranged Affliction 40), Unarmed +5 (Close Damage 4	
Defense: Dodge 10, Parry 10, Fortitude Immune, Tough 9, Will 20	
Totals: Abilities 176 + Powers 561 + Advantages 52 + Skills 34 + Defenses 17 = 840	

SUPERMAN ONE-MILLION PRIME

A million years in the future, Superman's Kryptonian Physiology was exposed to the infinite power of the Source, raising his abilities to levels never before seen. Besides, amping his natural Kryptonian powers to entity-levels, the Source also established a mystic link between Kal-El and his progeny; all of Superman's descendants are able to draw upon his power while he gains whatever abilities they may acquire (for example, his descendant in the 67th century married the queen of the 5th Dimension, 'GZNTPLZK', who passed on her abilities to their own son, who in turn gave **Superman Prime** the Reality Manipulation powers of a 5th Dimensional Imp). Between this and various other sources, by the year One Million, Superman Prime has acquired a multitude of powers, and may be considered able to do essentially anything he wants. With CL1000 (30 ranks) Invulnerability, Strength, and CL3000 (40 ranks) energy manipulation powers, this version of Superman is competitive with any entity in the division, or potentially higher depending on how the GM chooses to treat 5D science. **(Str1000)**

SUPERMAN 1-MIL. PRIME PLX3/25 1692 POINTS

A: Str 30 **Sta** 30 **Agi** 2 **Dex** 2 **Fgt** 8 **Int** 25 **Awe** 25 **Pre** 25

Powers: 5th Dimensional Science: Reality Manipulation 40 (Variable Power), Teleport 40; **Flight:** Array: - Flight 20 (2,000,000 MPH), Quickness 20 (2,000,000 MPH); **Heat Vision:** Ranged Damage 40 (heat); **Invulnerability:** Protection 5, Impervious Toughness 30; Immunity 10 (Life Support); **Magic:** Magic 30 (Variable Power); **Power of the Source:** Energy Absorption 40, Energy Control 40 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 30, Time Travel 3, Transform 40; **Super-Senses:** Senses 30 (Acute and Extended Hearing, Detect Magic, Extended Vision 3, Infravision, Microscopic Vision 4, Precognition 10, Ultra-Hearing, Vision Penetrates Concealment); **Super-Speed:** Quickness 20, Speed 20 (2,000,000 MPH); **Super-Strength:** Enhanced Strength 10, Limited to Lifting (Lifting Str 40 400,000,000 kilotons)

Advantages: Connected, Extraordinary Effort, Inspire, Languages (All known interstellar), Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

Skills: Close Combat: Unarmed 3 (+11), Expertise: (All fields) 10 (+40) Ranged Combat: Cosmic Blast 8 (+10), Ranged Combat: Heat Vision 8 (+10), Perception 10 (+40), Persuasion 8 (+38), Technology 9 (+39)

Offense: Initiative +7, Cosmic Blast +10 (Ranged Damage +40), Reality Manipulation (Perception Range Damage 40), Unarmed +11 (Close Damage 30)

Defense Dodge 12, Parry 12, Fortitude 25, Toughness 30, Will 25

Totals: Abilities 284 + Powers 1352 + Advantages 8 + Skills 28 + Defenses 21 = 1692

MR. MXYZPTLK

Mr. Mxyzptlk is a 5-D Imp, an extra-dimensional being who wields awesome CL3000 (40 ranks) Reality Manipulation powers. Mxy's powers are not magic, but actually 5D science, and his precise limits are difficult to gauge – he has imprisoned the Spectre, but the Spectre's power levels vary dramatically, so this is inconclusive – and on one occasion, the Joker used 5D science to disrupt the DC multiverse (and in Mad Magazine-style gag-comics, Mxy engaged Bat-Mite in a tug-of-war over the multiverse). So, a case could be made to move him up in the rankings. However, he has had little say in celestial matters, and he has been affected along with the rest of DC reality by reality-altering 'Crisis' events. He has created parallel universes, but so has the Celestial-level Franklin Richards – a feat he was scolded for by the Celestials. It is possible that he draws upon his home dimension for big feats. In any case, despite his great power, he is typically a comic relief character, not intended to carry the stature or grandeur of the other great powers, like Lucifer or the Endless. **(Str4)**

MR. MXYZPTLK PLX3/PL25 405 POINTS

Abil: Str -1 **Sta** 10 **Agi** 7 **Dex** 7 **Fgt** 3 **Int** 2 **Awe** 20 **Pre** 15

Powers: Reality Manipulation: Variable Power 40, Ranged Affliction 40 (Resisted by Fortitude, Transformed)

THE DESTROYER

The Destroyer is an Asgardian doomsday weapon, intended to fight the 4th Celestial Host. Technically only CL1000 (27 ranks) offensivly, it has CL3000 (34 ranks) Invulnerability, comparable to the Celestials, and is beyond the capacity of most beings to damage. The Destroyer also has a CL1000 (27 ranks) disintegration blast, and wields Asgardian items like the Odin Sword. Its Strength varies depending upon who animates it, but can be as high as CL1000 (27 ranks) **(Str500+)**

DESTROYER PLX3/PL24 204 POINTS

Abilities: Str 24 **Sta** - **Agi** 5 **Dex** 5 **Fgt** 12 **Int** - **Awe** 0 **Pre** -

Powers: Enchanted Armor: Immunity 30 (Fortitude), Protection 34, Impervious Toughness 40, **Energy Manipulation:** Array, **AE: Disintegration Blast:** Weaken Toughness 27 (Extra: Ranged, Affects Objects, Concentration, Flaw: Activation - Standard action), **AE: Energy Blast:** Ranged Damage *25,* **AE: Molecular Conversion:** Ranged Affliction *27* (Resisted by Fortitude; Impaired, Disabled, Transformed), **AE: Transmutation Beam:** Ranged Transform *27* (anything into anything)

Advantages: All-Out Attack, Great Endurance, Power Attack, Ranged Attack 5

Skills: Close Combat: Unarmed 4 (+16), Intimidation 30 (+30) Ranged Combat: Disintegration Blast 6 (+16)

Offense: Initiative +0, Energy Blast +10 (Ranged Damage +25), Disintegration Blast +16 (Ranged Damage +27), Unarmed +16 (Close Damage 24)

Defense Dodge 12, Parry 14, Fortitude: Immune, Toughness 34, Will: Immune

Totals: Abilities 32 + Powers 139 + Advantages 4 + Skills 20 + Defenses + 9 = 204

THE SPECTRE

The Spectre is DC's embodiment of the 'Wrath of God' – once part of the angelic hierarchy, the Spectre now acts according to the will of the Presence; although his powers are not normally universe-encompassing, he can draw upon the power of the Presence and, like the Living Tribunal of Marvel, act with his authority. His normal powers are limited to Unearthly (18 ranks), but may be raised to CL3000 (35 ranks). Anything beyond that requires the direct authority of the Presence. **(Str85)**

SPECTRE PLX3/PL18/PL25 933 POINTS

A: Str 16 **Sta** 20 **Agi** 8 **Dex** 8 **Fgt** 10 **Int** 9 **Awe** 20 **Pre** 16

Powers: Divine Perception: Senses 42 (Analytical on all Sight and Awareness effects, Awareness 3 (Cosmic, Divine, Magical; Extended 5 on all Awareness effects), Counters All Concealment on Sight and Hearing, Counters Illusion on Sight and Hearing, Analytical Detect Guilt, Postcognition (Limited to the commission of crimes, sins, etc.), Tracking) **Otherworldly Being:** Comprehend 11 (Animals (Speak To, Understand), Languages (Read, Speak, Understand, Understood), Objects, Plants, Spirits (Communicate, Medium); Immortality 16, Limited—Not if killed with Magic; Morph 4 (Any Form), Continuous; Movement 6 (Dimensional Travel 3, Space Travel 3), **Reality Manipulation:** 135 point Array: **AE: Microcosm:** Illusion 15 (All senses), Area 3, Selective; Dynamic, **Conjure from Thin Air:** Continuous Perception Ranged Create 18, Innate, Precise, Dynamic, **AE: Cruelly Ironic Justice:** Cumulative Perception Ranged Affliction 18 (Resisted by Will; Dazed, Stunned, Transformed), Precise, Subtle, Variable Descriptor 2(Magical), Dynamic, **AE: Inescapable Punishment:** Perception Ranged Damage 18, Variable Descriptor 2 (Magical), Dynamic, **AE: Nowhere to Hide:** Remote Sensing 25 (All Visual and Auditory), Simultaneous, Dimensional 3, Subtle, Dynamic•, **AE: Reality Is As I Will It To Be:** Perception Ranged Continuous Transform 16 (Anything to Anything, 25 tons), Dynamic•, **AE: World Walking:** Teleport 20 (4,000 miles), Accurate, Attack (plus self), Easy, Extended (1 million miles), Increased Mass 20 (25,000 tons), Subtle 2 (World subtly shifts around a passenger before they realize it), Dynamic, **Spectre:** Concealment 10 (Limited to non-magical senses);Impervious Toughness 20; Immunity 110 (Toughness and Fortitude; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2)

Advantages: Benefit 6 (Status: Wrath of God Incarnate), Daze (Intimidation), Extraordinary Effort, Fascinate (Intimidation), Fearless, Seize Initiative, Skill Mastery (Intimidation)

Skills: Expertise: Heaven and The Presence 16 (+25), Expertise: Supernatural World 16 (+25), Intimidation 12 (+28)

Offense: Initiative +8, Reality Manipulation (Perception Ranged, Damage 18 or other effects), Unarmed +10 (Close Damage 16)

Defense Dodge 12, Parry 12, Fortitude -, Toughness 25, Will 20

Totals: Abilities 216 + Powers 711 + Advantages 18 + Skills 36 + Defenses +12 = 933

Wrath of God Incarnate: There have been times in the career of the Spectre when he has achieved a level of power second only to The Presence that created him. Those heady times have generally been right before hubris combined with failures in action or judgment caused him to be punished by The Presence and knocked back down to a level that allows him to be more easily defeated. During those heights of ability, the Spectre is the very definition of a PLX or plot device character rather than a character with enumerated stats. He has whatever numbers the Gamemaster chooses to use at that level, assuming the Gamemaster chooses to use numbers at all—after all, why bother working out the Strength trait necessary to hold open black holes, the Move Object rank needed to juggle stars, or the Transform rank used in turning an entire layer of Hell into a pretty meadow with dancing unicorns when you can simply describe it as happening. Against other PLX beings, grant **Reality Manipulation** to **35 ranks**, and **Benefit 12** at **PL25** to represent this incarnation of the Spectre.

CLASS 1000: ENTITY LEVEL PLX2

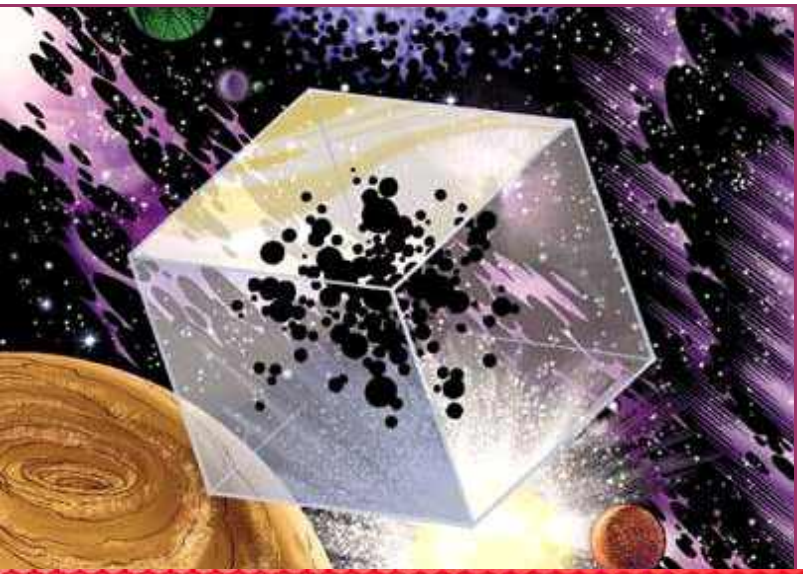
Class 1000 (30 ranks) is your standard omnipotent entity – and as is the case with any X-characters the 'solar-system to galactic' perimeter is extremely fluid, but in general, they are not considered the equal of the beings listed above.

COSMIC CUBE PLX2/PL20 266 POINTS

Abilities: Str - Sta - Agi - Dex - Fgt - Int - Awe - Pre 25

Powers: Indestructible: Impervious Toughness 12, **Reality Manipulation:** Variable Power 28 (Limited to twice the wielder's PRE), Ranged Affliction 28 (Resisted by Fortitude, Transformed)

Cosmic Cubes are problematic in their placement on the hierarchy, having been at the center of several editorial disagreements and retcons. The Cubes were described as omnipotent by Mephisto, with 'self imposed limitations', and have been used to usurp the power of Galactus and Eternity. However, the Cube-being, Kubik pointedly described the Celestials as far beyond them. Marvel Classic stats Cubes with CL1000 (28 ranks) Reality Manipulation powers, corroborating the Marvel Universe entry capping their influence to a solar system.
It is also notable that when Thanos and Doom used Cubes to capture the power of Eternity and Galactus, they discarded their Cubes directly after, as if they had been playing for a greater hand – as did the Magus when vying for the Infinity Gauntlet. While attacking Galactus, Doom describes the combined power of the Cosmic Cube, the Cosmic Rod, and the Ultimate Machine as 'but a fraction' of Galactus' power, and while there is conflicting narrative from the Watcher – who tells Reed, "In your hand you hold greater power still" – which could (arguably) refer to Reed's responsibility to set things right, as he restores Galactus, as well as the damage Doom caused during his rampage – or it could simply be a simple-old-fashioned continuity error in the same issue (not unheard of, by the way – that's where 'No-Prizes' came from). In any case, like the other examples, the structure of the story suggests that the Cube was a mechanism to steal a greater power.
in light of his showings against the celestials, galactus' defeat at the hands of doom via the cosmic cube must be explained as a sneak attack, combined with other power items like the cosmic rod, rather than indicative of a higher power. call the cosmic cube at cl1000 (28 ranks) with a lot of upward mobility. **(StrN/A)**



KUBIK PLX2/PL20 1002 POINTS

A: Str 14 **Sta** 15 **Agi** 7 **Dex** 7 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 25

Powers: Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 16, **Energy Manipulation:** Energy Control 19 (Variable Power, Any Powers with the Cosmic Descriptor), **Omniscience:** Communication 23, Comprehend 23, Mind Reading 23, Senses 23 (Cosmic Awareness), **Reality Manipulation:** Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), **Space Travel:** Flight 20 (Space Travel 10), Teleport 30

LOVE AND HATE PLX2/PL20 1053 POINTS

A: Str 10 **Sta** 25 **Agi** 2 **Dex** 2 **Fgt** 10 **Int** 21 **Awe** 25 **Pre** 25

Powers: Conceptual Entity: Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), I Immunity 30 (Fortitude), Impervious Toughness 25, Intangibility: Insubstantial 4, Dynamic, Protection 2, **Embodiment of Love/Hate:** Mind Control 30 (Limited to Emotion Control, when dealing with emotions other than Love/Hate, this power is reduced to 25, **Omnipresence:** Teleport 50, **Omniscience:** Communication 25, Comprehend 25, Mind Reading 20, Senses 25 (Cosmic Awareness)

Mistress Love and Master Hate are lesser, albeit universal, abstracts, and may manipulate cosmic energies at Shift Z ability (25 ranks). They also have Shift Z (25 ranks) emotion control; if dealing specifically with love or hate, this increases to CL1000 (30 ranks). They may also combine this power at CL1000 (30 ranks), or if related to love or hate, at CL3000 (40 ranks). As abstract entities, they cannot be truly destroyed so long as their concept exists, although their manifestations may be killed, and their influence may be overcome by higher powers. They are rated over the Vishanti as they are considered one of the fundamental forces from which the Vishanti draw their mystical powers. (**Str45)**

VISHANTI PLX2/X3/PL20/22 783/883 POINTS

A: S 25/29 **S** 25/29 **A** 14 **D** 14 **F** 14 **I** 23/25 **A** 23/25 **P** 23/25

Powers: Mystic Entity: Concealment 10 (Limited to non-magical senses);Impervious Toughness 20; Immunity 110 (all Toughness and Fortitude effects; Limited to non-magical effects, Limited to half-strength on Toughness effects); Insubstantial 4 (Continuous; Precise, Subtle 2); **Mystical Senses:** Senses 25/29 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events); **Sorcery:** Energy Control 25/29 (Variable Power, Any Powers with the Magical Descriptor), Transform 25/29; **Dimensional Travel:** Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5

The Vishanti: The magical trinity in the Marvel Universe. Each aspect of the **Vishanti,** Hoggoth, Oshtur, and Agamotto, may manipulate magical energies at Shift Z (500) (25 ranks). , ability. Acting as the Vishanti's powers increase to CL1000 (29 ranks). Like many mystical beings, they operate out of a sub-dimension – in the case of the Vishanti, the dimension in which Chaos and Order are the faces of Eternity, and gain 4 ranks to their abilities within their home dimension. A measuring stick battle occurred between Galactus and Agamotto in Agamotto's home realm, in which Galactus repeatedly destroyed Agamotto's physical form, but did no real damage as the Vishanti are not true physical beings.

Scrier and the Other: Two mysterious entities who claim to have been in conflict since before the time of Creation. There are no published stats for either of them, but in conflict with Galactus, Scrier duplicated the Celestials' feat of flinging wayward planets as war weapons, and their battle was described as potentially threatening the entire universe, but the Devourer seemed to comfortably hold his own against the both of them, with no particular prep (as was the case in Galactus' conflict with the Celestials), so peg Scrier and the Other as CL1000 (30 ranks) (**PL20**).

SURTUR PLX2/PL24 453 POINTS

A: Str 26 **Sta** 26 **Agi** 1 **Dex** 1 **Fgt** 14 **Int** 4 **Awe** 20 **Pre** 20

Powers: Fire Demon's Body: Growth 22 (Innate; Permanent), Immunity 30 (Fortitude), Impervious Toughness 30, **Fire Control:** *Array* **-Fire Blast:** Ranged Damage 30 **-Fire Elementals:** Summon 8 (120 points), Mental Link, Ranged, Broad Variable Type (Fire), Limited to animating fire, **Dimensional Travel:** Movement 2 (Dimension Travel), Increased Mass 5

The Asgardian Devil in the Marvel Universe, **Surtur** is a 1000-foot tall demon, with CL1000 (26 ranks) physical strength, CL1000 (30 ranks) flame manipulation, and the Sword of Doom, Twilight, which can do CL3000 (39 ranks) flame damage. **(Str600)**

SHUMA GORATH PLX2/PL21 698 POINTS

A: Str 21 **Sta** 20 **Agi** -3 **Dex** 15 **Fgt** 8 **Int** 8 **Awe** 15 **Pre** 25

Powers: Immortality: Immunity 11 (Aging, Life Support), **Intangibility:** Insubstantial 4, Dynamic, Protection 2, **Awareness:** Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events), **Sorcery:** Energy Control 30 (Variable Power, Any Powers with the Magical Descriptor), Transform 25, **Dimensional Travel:** Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5

Shuma Gorath is one of the Lords of Chaos – or the 'Many Angled Ones' - impossibly old beings of malevolence and entropy Modeled after the Lovecraftian Cthulhu mythos, Shuma Gorath wields powers of CL1000 (30 ranks) all on his own. En masse, these Lovecraftian elder gods can wield the power of an entire universe, and were responsible for the creation of the Galactus Engine. **(Str150)**

LORDS OF ORDER & CHAOS PLX2/PL19 624 POINTS

A: Str 10 **Sta** 13 **Agi** 6 **Dex** 6 **Fgt** 10 **Int** 12 **Awe** 12 **Pre** 15

Powers: Non-Physical Entities: Immunity 30 (Fortitude effects) **Intangibility:** Insubstantial 4, Dynamic, Protection 2 (Limited to the above stats if adapting physical form), **Sorcery:** Energy Control 28 (Variable Power, Any Powers with the Cosmic Descriptor), **Omnipresence:** Teleport 28 (Not available in physical form), **Omniscience:** Communication 11, Comprehend 11, Mind Reading 11, Senses 11 (Cosmic Awareness)

The Lords of Chaos and Order at DC manifest as powerful entities of CL1000 (28 ranks) powers. **(Str40))**

TERMINUS PLX2/PL19 490 POINTS

A: Str 26 **Sta** 26 **Agi** -3 **Dex** 0 **Fgt** 12 **Int** 14 **Awe** 14 **Pre** 15

Powers: Energy Lance: 56-point Array, Easily Removable (-22 points), **AE: Disruption:** Burst Area 3 Damage 27 (Burst Area 27, Damage 27), **AE: Plasma Generation:** Ranged Damage 27, **AE: Flight:** Feature (independent flight), Flight 18 (Limited to Energy Lance), Movement 1 (space travel 1, Limited to Energy Lance), **Exoskeleton Armor:** Growth 30 (Limited: ranks over 16 do not increase STR or STA), Immunity 30 (Fortitude), Impervious Toughness 23; **Flight:** Flight 18 (Space Travel 10), Teleport 25

Terminus is a Stage 4 Termini – a bio-warfare doomsday weapon created by the long-extinct Terminex race as revenge against the space gods known as the Celestials. Composed of an organic metal exoskeleton Terminus has energy lance powered by cosmic energy of CL1000 (27 ranks) intensity. When one Stage 4 Terminoid meets and consumes another Stage 4 Terminoid, the victor transforms into a Stage 5 Terminoid and the Energy Lance's blast increases to CL3000 (35 ranks) **(Str600)**

EGO THE LIVING PLANET PLX2/PL23 962 POINTS

A: Str 25 **Sta** 33 **Agi** -5 **Dex** -5 **Fgt** 20 **Int** 16 **Awe** 16 **Pre** 20

Powers: Cosmic Energy: Energy Absorption 25, Energy Control 25, Flight: Flight 20 (Limited to Space Travel 10), **Living Planet:** Element Control 25 (Limited to his own surface), Environment 25 (Limited to his own surface), Extra Limbs 20 (earth tentacles), Growth 60 (Limited: ranks over 25 do not boost STR or STA), Immunity 30 (Fortitude), **Psionic Powers:** Communication 25, Comprehend 25, Mental Blast 25, Mind Reading 20, Senses 25 (Cosmic Awareness)

Marvel's living planet, **Ego**, has Shift Z (500) (25 ranks), planet-sized abilities and CL1000 (26 ranks) energy powers.

Maggedon: A planet-sized Doomsday weapon built by the Old Gods that emits Shift Y (250) (23 ranks) Mental Blasts and violent emotions at CL1000 (36 ranks).

TYRANT PLX2/PL20 1360 POINTS

A: Str 26 **Sta** 26 **Agi** -3 **Dex** 0 **Fgt** 12 **Int** 14 **Awe** 14 **Pre** 15

Powers: Biotechnological Mastery: Variable Power 30, Limited to controlling technological constructs only, **Immortal:** Immunity 30 (Fortitude), Impervious Toughness 19, **Power Cosmic:** Energy Absorption 30, Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 22, Transform 30, **Flight:** Flight 20 (Space Travel 10), Teleport 30, **Psionic Powers:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness)

Tyrant: Galactus' rebellious first creation ranks at CL1000 (30 ranks)**. (Str500)**

TRIGON PLX2/PL21 879 POINTS

A: Str 25 **Sta** 25 **Agi** 6 **Dex** 6 **Fgt** 10 **Int** 6 **Awe** 17 **Pre** 18

Powers: Immortality: Immunity 30 (Fortitude), Protection 5, **Dimensional Travel:** Movement 3, Teleport 45, Dimensional 3, (Dimension Travel), Increased Mass 5, **Magic:** Energy Control 30 (Variable Power, Any Powers with the Magical Descriptor), Transform 25, **Mind Control:** Perception Range Affliction 40 (Resisted by Will; Dazed, Compelled, Controlled), Subtle, Mental Blast 19

Trigon: Trigon is a massive mind-controlling demon who ranks as a CL1000 (30 ranks) entity. **(Str500)**

PHANTOM STRANGER PLX2/PL20 415 POINTS

A: Str 1 **Sta** 30 **Agi** 4 **Dex** 4 **Fgt** 7 **Int** 15 **Awe** 20 **Pre** 25

Powers: Awareness: Senses 19 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition), **Immortal:** Immunity 30 (Fortitude), **Sorcery:** Energy Control 30 (Variable Power, Any Powers listed – Limited: can create but not shape matter), **Dimensional Travel:** Movement 3 (Dimension Travel)

Possibly a fallen angel, who chose no side in Lucifer's attempt to overthrow Heaven, the **Phantom Stranger** is a powerful entity with CL1000 (30 ranks) powers. **(Str6)**

DESTINY PLX3/PL25 1291 POINTS

Abil: Str 4 **Sta** 9 **Agi** 3 Dex 3 **Fgt** 5 **Int** 18 **Awe** 25 **Pre** 25

Powers: Book of Destiny: Precognition: PLX4, Postcognition: PLX4, Endless Existence: Immortality 20, Immunity 30 (Fortitude effect), Teleport 30; **Magic:** Magic 19 (Variable Power, Any Powers with the Cosmic Descriptor); **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness)

The Endless (Desire, Despair, Delirium, Destiny): These are the Endless who represent more specific sentient concepts and are younger, or as with Destiny, older, but with a policy of non-interference. Desire, Despair, and Delirium's influences are not as broad, existing only as long as higher emotions have - their power on the physical plane is only Unearthly (19 ranks), although, like their brethren, their power is absolute when dealing with their concept. Destiny's influence is all-encompassing and inexorable, but he is only a reflection of it, not an enforcer. **(Str15)**

DEMOGORGE PL17/PLX2/PL20 672/725 POINTS

A: S.13/21 **S.** 14/20 **A.** 6/12 **D.** 9/12 **F.** 12/18 **I.** 2 **A.** 12 **P.** 25

Powers: Immortal: Immunity 30 (Fortitude), Impervious Toughness 19, **Power Cosmic:** Energy Absorption 30, Energy Control 30 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 22, Transform 30, **Flight:** Flight 20 (Space Travel 10), Teleport 30, **Psionic Powers:** Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness)

Demogorge is the god-slayer, with CL1000 (28 ranks) abilities in his transformed state. **(Str50/150)**

SOLARIS PL20 673 POINTS

Abil: Str 25 **Sta** - **Agi** 0 Dex - **Fgt** 12 **Int** 13 **Awe** 8 **Pre** 11

Powers: Artificial Sun: Growth 25, Immunity 30 (Fortitude), Impervious Toughness 19 (Limited to Core) – *104,* **Solar Flame Blast:** Ranged Damage 25*;* **Energy Sheath:** Energy Aura (Fire) 28, Protection 25, **Flight:** Flight 20 (Limited to Space Travel 10), **Technology Control:** (All powers Limited to Technology) Communication 19, Comprehend 19, Mind Control 13, Mind Reading 19

Solaris: a sentient, artificial sun from an alternate DC future with Shift Z (25 ranks) level powers**. (Str500)**

SET PLX1/PL18 705 POINTS

A: Str 21 **Sta** 18 **Agi** 14 **Dex** 14 Fgt 18 Int 22 **Awe** 18 **Pre** 25

Powers: Immortality: Immunity 11 (Aging, Life Support), Protection 2, **Awareness:** Senses 18 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to Important Events), **Sorcery:** Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), Transform 25, **Dimensional Travel:** Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5

Set, Chton and Gaea are among Earth's 'Elder Gods'. Set and Chton represented monstrous evil, while Gaea manifested the beauty of the Earth. Chton has similar abilities to Set. Gaea, may control the elements with Shifty Y 200 ability (22 ranks) **(St150)**

YUGA KAHN PLX2/PL19 342 POINTS

A: Str 18 **Sta** 18 **Agi** 2 **Dex** 2 **Fgt** 14 **Int** 12 **Awe** 12 **Pre** 15

Powers: Immortal: Immunity 11 (Aging, Life Support), Impervious Toughness 19, **Omega Force:** Array - **Destruction:** Ranged Damage 28, Dimensional 3, Homing 12, Reversible - **Pain:** Ranged Affliction 28 (Resisted by Fortitude; Dazed, Stunned), Concentration, Dimensional 3, Homing 12, Reversible, Limited to Two Degrees - **Transportation:** Teleport Attack 20 (4,000 miles), Dimensional 3, Homing 12, Reversible

Yuga Kahn: Darkseid's father wields similar powers to his son, although on a much higher level, comparable to one of the Old Gods. He has demonstrated energy powers of CL1000 (28 ranks)-level, sufficient to obliterate planets. Yuga Kahn's stats would also be comparable to beings such as Chronos, the father of Zeus and the Olympian gods. **(Str98)**

SHIFT Z (500): SKYFATHER PLX2

The most powerful of the mythical gods, the leaders of the Asgardian, and Greek Pantheons, **Odin** and **Zeus**, manifest Shift Z (500) (25 ranks) - level powers. As with all X-characters, the exact perimeters of their powers vary dramatically, and they may build devices (such as the Destroyer) of even greater power. Odin ranks as the top Skyfather **(Str50)**, although, Zeus **(Str90/500)** is a very near rival. The ratings are consistent between both Marvel and DC.

ODIN PLX2/PL20 647 POINTS

A: Str 13 **Sta** 18 **Agi** 2 **Dex** 3 **Fgt** 12 **Int** 8 **Awe** 20 **Pre** 20

Powers: All-Father: Senses 30 (Analytical on Sight and Awareness effects), Awareness 3 (Cosmic, Divine, Magical; Extended 5 on all Awareness effects), Precognition (Limited to important events), **Dimensional Travel:** Movement 3 (Dimension Travel), Increased Mass 5, Immortality**:** Immunity 30 (Fortitude), Protection 2,**Odin Force:** Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Physical Boost**:** Enhanced Stamina 7, Enhanced Strength 10, Limited (draining, temporary; duration of scene), Transform 25

Advantages: All-Out Attack, Benefit 12 (Ruler of Asgard), Die Hard,Equipment 12, Extraordinary Effort, Fearless, Great Endurance, Leadership, Power Attack, Range Attack 3, Well-Informed

Skills: Expertise: Asgardian Lore 8 (+16), Expertise: Magic 6 (+26), Intimidation 5 (+25), Perception 10 (+30), Ranged Combat: Gungnir 5 (+10), Ranged Combat: Odin Force 10 (+15)

Offense: Initiative +2, Odin Force +15 (Ranged Damage 25), Thrudstock +12 (Close Damage 15-27), Unarmed +12 (Close Damage 13-25)

Defense Dodge 12, Parry 14, Fortitude Immune, Toughness 18/25, Will 20

Totals: Abilities 192 + Powers 388 + Advantages 33 + Skills 22 + Defenses 12 = 647

ZEUS PLX2/PL20 607 POINTS

A: Str 17 **Sta** 20 **Agi** 9 **Dex** 9 **Fgt** 15 **Int** 13 **Awe** 16 **Pre** 15

Powers: Dimensional Travel: Teleport 20 (4,000 miles), Dimensional 3, Homing 12, **Immortal:** Immunity 30 (Fortitude), Impervious Toughness 13, Lightning**:** Ranged Damage 25, **Precognition:** Senses 20 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition - Limited to general trends; uncontrollable), **Skyfather:** Sorcery 25 (Variable Power, Any Powers with the Magical Descriptor), Physical Boost**:** Enhanced Stamina 5, Enhanced Strength 7 (Lifting Str25, 800,000 tons), Limited (temporary; duration of scene

Advantages: Benefit 15 (King of Olympus), Diehard, Fearless, Great Endurance, Leadership, Power Attack, Takedown

Skills: Deception 8 (+23), Expertise: Olympian Lore 11 (+25), Insight 9 (+25), Intimidation 10 (+25), Perception 9 (+25), Persuasion 12 (+25), Ranged Combat: Lightning/Sorcery 3 (+13)

Offense: Initiative +9, Lightning +15 (Ranged Damage 25), Unarmed +15 (Close Damage 17-25)

Defense Dodge 12, Parry 15, Fortitude Immune, Toughness 18/25, Will 20

Totals: Abilities 228 + Powers 316 + Advantages 21 + Skills 32 + Defenses 7 = 607

ANTI-MONITOR PLX2/PL20 958 POINTS

A: Str 25 **Sta** 25 **Agi** 7 **Dex** 7 **Fgt** 12 **Int** 20 **Awe** 25 **Pre** 18

Powers: Energy Form: Immunity 30 (Fortitude Effects) (Limited: must use Containment Suit to have a physical body) **Energy Control:** Energy Absorption 25, Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 22, Transform 25, **Flight:** Flight 20 (Space Travel 10), Teleport 25, **Psionic Powers:** Communication 25, Comprehend 25, Senses 25 (Cosmic Awareness), Summon 25 (Shadow Demons)

Equipment: Containment Suit: Energy Absorption 25, Protection 25

Advantages: All-Out Attack, Assessment, Benefit 15 (Status [Anti-Monitor]), Connected, Contacts, Eidetic Memory, Equipment 10, Inventor, Jack of All Trades, Power Attack, Ranged Attack 5, Ultimate Effort (Powers), Well-Informed

Skills: Close Combat: Unarmed 2 (+14), Expertise 10 (+30), (Chemical, Electronic, Mechanical, Structural) Intimidation 22 (+40), Vehicles (Spacecraft) 13 (+20), Ranged Combat 5 (+12), Technology 20 (+40)

Offense: Initiative +7, Energy Blast +12 (Ranged Damage 25), Unarmed +14 (Close Damage 25)

Defense Dodge 12, Parry 12, Fortitude Immune, Toughness 25, Will 25

Totals: Abilities 178 + Powers 702 + Advantages 40 + Skills 33 + Defenses 5 = 958

The Anti-Monitor's power was initially Skyfather-level Shift Z (500) (25 ranks), although before his death, it reached CL3000 (40 ranks) (PL26) – a match for Galactus or the Celestials His anti-matter machinery operated at CL5000-level (50 ranks). **(Str500/1000)**

MEPHISTO PLX2/PL19 738 POINTS

A: Str 16 **Sta** 16 **Agi** 9 **Dex** 12 **Fgt** 10 **Int** 13 **Awe** 13 **Pre** 15

Powers: Devil's Insight: Senses 13 (Awareness - Cosmic, Divine, and Magical, All Extended 2), Transform 25, **Fire And Brimstone:** Movement 3 (Dimension Travel, Limited: cannot enter Earth's Dimension), Increased Mass 5, **Hell Lord:** Immunity 30 (Fortitude), Protection 2, **Hellfire:** Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor)

Hell Lords are demonic beings who feed parasitically on human souls, in the manner of Christianity's Satan – often claiming to BE Satan. Most powerful of these beings are Satannish, Neron, and particularly, **Mephisto** – Marvel's Devil is a demon of Shift Z (500) (25 ranks) powers. The Hell Lords are, however, more powerful within their home dimensions, and their abilities vary depending upon how many souls they possess. **(Str85)**

KRONOS PLX2/PL19 807 POINTS

A: Str 25 **Sta** 25 **Agi** 10 **Dex** 10 **Fgt** 10 **Int** 20 **Awe** 20 **Pre** 20

Powers: Cosmic Entity: Immunity 30 (Fortitude Effects) Impervious Toughness 21; **Energy Manipulation:** Energy Control 25 (Variable Power, Any Powers with the Cosmic Descriptor); **Omnipresence:** Teleport 25; **Omniscience:** Communication 25, Comprehend 25, Mind Reading 25, Senses 25 (Cosmic Awareness)

Kronos: Father of the Titanian Eternals - has evolved into a cosmic being capable of manipulating time. He manifests powers of Shift Z (500) level. **(Str500)**

MANGOG PL18 331 POINTS

A: Str 23 **Sta** 23 **Agi** 5 **Dex** 4 **Fgt** 10 **Int** 1 **Awe** 8 **Pre** 20

Powers: Invulnerability: Immunity 10 (Life Support), Impervious Toughness 18, **Mystical Energy Control:** Energy Control 25 (Variable Power, Any Powers with the Magical Descriptor), **Psionic Vampirism:** All powers and abilities are directly dependant upon his ability to feed upon psionic energy – drawing upon the hate of a 'billion, billion beings'. If this power is nullified, deduct 1 rank in all abilities and powers each turn, and 1 rank of Shrinking. When Shrinking reaches -5, he vanishes into nothing

Mangog is a composite demonic being supposedly created from the life energy of a billion, billion beings, and his power has been shown to dwarf the likes of Thor, and possibly challenge Odin. **(Str250/500)**

GANTHET PLX1/PL18 - 556 POINTS

A: Str 0 **Sta** 16 **Agi** 2 **Dex** 2 **Fgt** 4 **Int** 13 **Awe** 20 **Pre** 13

Powers: Flight: Flight 14 (32,000 MPH), Movement 4 (Environmental Adaptation – Zero G, Space Travel 3), **Force Manipulation:** 96-point Array **AE: Force Blast:** Ranged Damage 25, Dynamic **-Force Constructs:** Create 25, Dynamic **AE: Lifting**: Move Object 25, Dynamic **AE: Force Bubble:** Affects Others, Burst Area, and Range on Immunity 10 (Life Support) **AE: Mobile Constructs:** Create 18, Moveable, Dynamic, **Immortal:** Immunity 1 (Aging), Impervious Toughness 19, **Psionic Powers:** Communication 27, Comprehend 27, Mind Reading 27, Senses 19 (Cosmic Awareness)

Guardians of the Universe: The Guardians are an ancient race of diminutive blue humanoids who have tapped into the power of universal will, granting them awesome energy and force manipulation powers of Shift Z (500) (25 ranks) and individual members are even more powerful. The Guardians have guarded the DC universe from cosmic threats since the universe was young and founded the Green Lantern Corps as an interstellar police force. **(Str3)**

UATU — PLX1/PL17 805 POINTS

A: Str 15 **Sta** 17 **Agi** 9 **Dex** 10 **Fgt** 10 **Int** 15 **Awe** 15 **Pre** 15

Powers: Immortal: Immunity 30 (Fortitude), Impervious Toughness 17, **Energy Manipulation:** Energy Control 19 (Variable Power, Any Powers with the Cosmic Descriptor), Force Field 7, **Flight:** Flight 20 (Space Travel 10), Teleport 25, **Psionic Powers:** Communication 31, Comprehend 31, Mind Reading 22, Senses 19 (Cosmic Awareness)

Watchers: A race of cosmic-powered beings who watch and record the ongoing history of the Marvel Universe and its adjacent dimensions and realities. The Watchers are bordering the separation between actual beings and entities. They have a number of CL1000 (30 ranks) level abilities, mostly related to travel and personal defense. They wield cosmic power of Unearthly (19 ranks) intensity**. (Str75)**

GOG — PL17 527 POINTS

A: Str 22 **Sta** 22 **Agi. Dex** 3 **Fgt** 12 **Int** 15 **Awe** 15 **Pre** 16

Powers: God of the Third World: Immunity 11 (Aging, Life Support), Impervious Toughness 21, **Magic Manipulation:** Magic Control 22 (Variable Power, Any Powers with the Magical Descriptor), **Teleportation:** Teleport 20

Gog is an immensely powerful 'God of the Third World'. Upon awakening from a millennia of sleep, he was able to manipulate mystical energies of Shift Y (200) (22 ranks) level. If Gog successfully bonds with the spiritual essence of a planet - he receives a +1CS to all stats and powers. **(Str300/500)**

STRANGER — PLX1/PL17 658 POINTS

A: Str 20 **Sta** 21 **Agi** 6 **Dex** 6 **Fgt** 10 **Int** 17 **Awe** 16 **Pre** 20

Powers: Cosmic Entity: Immunity 30 (Fortitude Effects), Impervious Toughness 18; **Energy Manipulation:** Energy Control 20 (Variable Power, Any Powers with the Cosmic Descriptor); **Omnipresence:** Teleport 25; **Omniscience:** Communication 20, Comprehend 20, Mind Reading 20, Senses 20 (Cosmic Awareness)

The Stranger is a mysterious entity, whose origin is murky as he deliberately misleads any who ask. The traditional story was that he was a composite of a billion beings of the planet Gigantus, although the Stranger himself has debunked this origin – which doesn't necessarily mean it's not true as in an alternate universe, Korvac separated the Stranger into his composite parts and killed him. The Living Tribunal has said that the Stranger occupies a fourth corner of the Cosmic Trinity. **(Str150/200)**

GRANDMASTER PLX1/PL16 316 POINTS

A: Str -1 **Sta** 3 **Agi** 0 **Dex** 2 **Fgt** 0 **Int** 11 **Awe** 11 **Pre** 4

Powers: Immortal: Immunity 30 (Fortitude), **Cosmic Energy Control:** Array *(147 points)*, **-Bestow:** Ranged Variable 21 for bestowing powers, Affects Others Only, Continuous, **-Death-Power**: Ranged Weaken Stamina 21 (Resisted by Fortitude), Progressive, **-Resurrection:** Ranged Healing 21, Resurrection (Limited to others), **Teleportation:** Teleport 22, Accurate, Change Direction, Affects Others Linked to Movement 9 (Dimension Travel 3, Space Travel 3, Time Travel 3), Affects Others, **-Energy/Force Blast:** Ranged Damage 21, Variable Descriptor 2 (Energy, Force), **Force Field:** Create 21, Impervious, Subtle 2, Close

Elders of the Universe: A group of ancient beings, each the last surviving member of his race, and each having attained immortality by dedicating their existence to a single passion – Gambling, Combat, etc. The Grandmaster is probably the most powerful of the group (if you discount Ego the Living Planet, who had a loose association with the group, being the only member of his 'race'). A number of the Elders once possessed Power Gems, although none of them understood their power at the time and only drew upon the gems' power subconsciously. **(Str6)**

OTHER ENTITIES

Abraxas: The metaphysical embodiment of Destruction, the death of Eternity; left unchecked, he will rampage across the multiverse, destroying everything, and the only thing keeping him in check is the existence of Galactus. It has been suggested that Abraxas may be the reason Galactus suffers from his hunger. CL1000 (28 ranks) abilities.

Franklin Richards: The first son of the Fantastic Four's Mr. Fantastic and the Invisible Woman, Franklin Richards, wields reality-altering powers on the level of a Celestial or Galactus. In modern continuity he is still only a child just beginning to harness his power, but his future adult self was able to kill to Celestials single-handedly. CL3000 (40 ranks) abilities (see entry for the Fantastic Four).

Galacta: Galacta is the offspring of Galactus, a nascent cosmic being – essentially a life by-product created by the residue of Galactus' vast cosmic power. Galacta was a metaorganism that spontaneously generated itself within Galactus' own Power Cosmic. Her father's base humanoid DNA combined with the Power Cosmic to create a humanoid being like himself, albeit a female version. She has Shift Z (500) (25 ranks) abilities (and as a one-shot gag-character she probably does not exist in mainstream reality)

Korvac: A half-human cyborg from the future who tapped into the World Ship of Galactus, gaining cosmic powers and tried to destroy the universe, He had CL1000 (28 ranks) mental abilities and Shift Y (200) (20 ranks) energy powers, although in an alternate future he absorbed energy from a number of cosmic beings, became much more powerful (CL4000 [45 ranks]) and did, in fact, destroy the universe.

Kraken: The mighty Kraken is Zeus' ultimate punishment for god or mortal. Stories of its origins differ, by some accounts being the last of the Titans, and others that it was a living weapon created by Hades to destroy the Titans. In any case, the monster is all but unstoppable by any force on Earth, feared by the mightiest gods, and respected by even such Skyfathers as Zeus himself. Shift Y (250) (23 ranks).

Krona: The Oan scientist responsible for the original splintering of he DC multiverse. Usually presented as a Shift Z (500) (30 ranks) power, for the JLA/Avengers crossover, he gained the power of multiple universes (Beyond-L1 [52 ranks]}.

Midgard Serpent: The Midgard Serpent and Thor are prophesized to kill each other upon Ragnarok. According to legend, Thor will slay the Serpent, walk ten steps and die himself.

Sphinx: The Sphinx possessed a mystical 'Ka' stone that enabled him to manipulate magical energy augmented by the Xandarian super-computer his abilities were CL1000 (25 ranks)

Ultimate Nullifier: Galactus' ultimate weapon in the universe has the Beyond-L1 (PLX4) (55 ranks) ability to destroy absolutely anything, up to and including the entire universe. Activating the Ultimate Nullifier is extremely dangerous and failure results in the Nullifier's power going out of control, expanding its range exponentially until it eventually consumes the entire universe.

HIGH EVOLUTIONARY

Herbert Wyndham was a pioneer of genetics at Oxford when he created his first evolutionary accelerator. Hostility from the scientific community prompted Wyndham and his partner Jonathan Drew to build a lab on Wundagore Mountain in Transia.

When uranium was discovered under Wundagore, Wyndham gained a fortune that enabled him to create his scientific citadel and achieve greatness. Wyndham used his evolutionary accelerator on himself and gained his present abilities. When he realized that the Transia countryside was a focal point for much of the magic in Europe and that such forces could threaten him, he created his suit of armor. The '**High Evolutionary**' then created the Knights of Wundagore, demi-human "New Men" astride robotic mounts, to defend him against the demon Chthon who dwelled in the earth below.

When he decided to leave Earth, he transformed his citadel into a starship. His "New Men" colonized a world orbiting Sirius It. The new world of Wundagore is a curious blend of medieval knighthood and high technology.

Next, he created a full-scale copy of the Earth. Counter-Earth was located on the far side of Earth's orbit. It was populated by the" New Men," animals who had been accelerated to resemble human. Many of the New Men were patterned after existing Earth humans, such as Reed Richards and Doctor Doom. In a strange twist, the President was a werewolf-like berserker.

Counter-Earth was stolen by a group of beings called Beyonders. At first Wyndham rushed to rescue his planet, but when he learned the Beyonders were interested in his work, he felt flattered. He encountered a traumatic shock when Counter-Earth was dismissed as "local talent."

His ego crushed by a sudden rush of inferiority, Wyndham went quietly mad and tried to commit suicide. Fortunately, his suit wouldn't let him succeed. He tried to get the Hulk to demolish his suit. While the Hulk damaged enough of the suit that Wyndham was able to devolve into a mass of one-celled organisms, the suit retained its self-repair ability. The suit eventually rebuilt itself and the High Evolutionary lived again whether he wanted to or not.

Recently, the High Evolutionary tapped into Galactus' technology, enabling him to create life. **(Str20**

PERSONALITY

The High Evolutionary is a firm believer in the obligations of noble, higher-powered beings to protect lesser beings. While he sees himself as Galactus' natural enemy and yet he would not allow Galactus to die. Rather, he attempted to further accelerate Galactus' evolution to the point where Galactus would no longer need to devour worlds.

POWERS AND ABILITIES

Most of the High Evolutionary's abilities come from his armor, giving him the power to accelerate evolution in any living being, including himself. He may manipulate energy and increase his size or his physical strength. He is also a brilliant scientist, whose highly-evolved brain is capable of a wide range of psychic stunts.

REAL NAME: HERBERT EDGAR WYNDHAM
OCCUPATION: GENETICIST
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: 6' 2" (VARIES)
WEIGHT: 200 LBS (VARIES)
EYES: BROWN
HAIR: BROWN

HIGH EVOLUTIONARY PL18

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
6	20	5	5	6	14	16	16

POWERS

Cyborg Exoskeleton:
Invulnerability: Impervious Toughness 20, Immortality 25, Immunity 25 (energy, psionic, magic) (Life Support), Regeneration • *95 points*
Energy Blast: Ranged Damage 24 • *24 points*
Levitation: Flight 25, Levitation • *50 points*
Mental Powers: Communication 24 (Animals, Cybernetics), **Comprehend** 24 (Animals, Cybernetics), **Concealment** 20 (Resistible by Will), Senses 25 (Danger Sense), **Mental Blast:** Perception Range Damage 24 (Resisted by Will), **Mind Reading** 20, **Senses** 25 (Awareness) • *256 points*
Free Spirit: Remote Sensing 25 (visual, auditory, mental) • *125 points*
Matter Creation: *Array: 50 points*
- **Artifact Creation:** Create 25 • *50 points*
- **Elemental Creation:** Create 25 • *1 point*
- **Lifeform Creation:** Create 25 • *1 point*
- **Mechanical Creation:** Create 25 • *1 point*
- **Missile Creation**: Ranged Damage 20 • *1 point*
- **Spray Creation**: Ranged Damage 20 • *1 point*

Memory: Enhanced Advantage 3 (Eidetic Memory), Senses 4 (Postcognition, Limited to own memory) • *7 points*

ADVANTAGES

Eidetic Memory, Inventor, Range Attack 6

SKILLS

Expertise: Engineering 8 (+22), Expertise: Genetics 8 (+22), Technology 8 (+22)

OFFENSE

INITIATIVE +5

Energy Blast +11	Ranged, Damage 24
Mental Blast	Perception Range Damage 24
Missile Creation +11	Ranged, Damage 20
Spray Creation +11	Ranged, Damage 20
Unarmed +6	Close Damage 6

DEFENSE

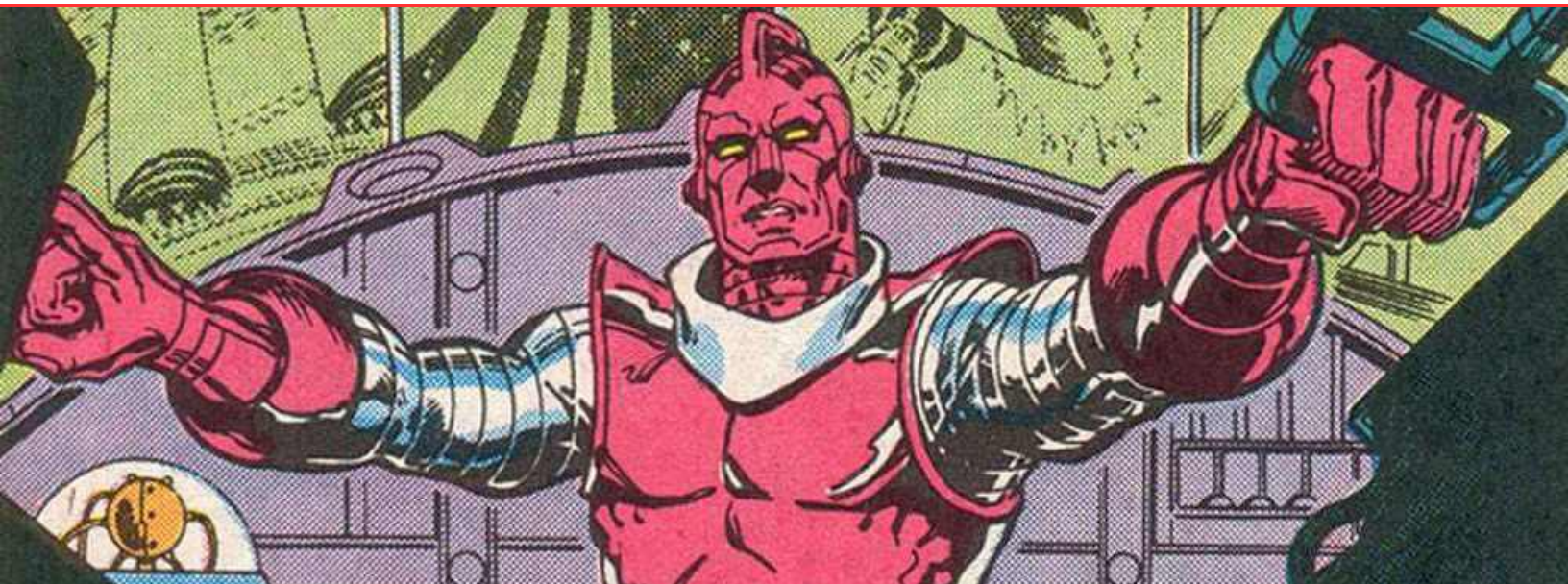
DODGE	6	**FORTITUDE**	20
PARRY	6	**TOUGHNESS**	20
WILL	16		

POWER POINTS

ABILITIES	179	**SKILLS**	24
POWERS	612	**DEFENSES**	1
ADVANTAGES	10	**TOTAL**	849

COMPLICATIONS

Creationist: The High Evolutionary is dedicated to the creation of new intelligent lifeforms.
Enemies: Wyndham sees himself as the natural enemy of Galactus, particularly because of the Planet Eater's attempts to feed on Earth and Counter-Earth. However, he feels no enmity because he sees Galactus as yet another, lesser being to be assisted on the evolutionary path.
God Complex: Although he was born mortal, Wyndham now considers himself a god and acts accordingly, treating those less evolved in a rather paternal manner. He believes highly evolved beings must protect and assist lesser beings.



HULK

As a small boy, Robert Bruce Banner witnessed the murder of his mother at the hands of his abusive alcoholic father. Repressing the trauma, young Bruce bottled up all emotion, finding solace in the antiseptic disciplines of science. His aptitude for radiology and physics eventually employed him with the military, where he was instrumental in the creation of the Gamma Bomb. Unfortunately, a stray teenager named Rick Jones, ventured onto the test site. Racing out to save the boy, Banner himself was caught in the heart of the nuclear explosion instead. Although miraculously surviving the blast, Banner soon discovered to his horror, that the radiation had altered his very genetic structure. All the repressed childhood rage at his mother's murder was suddenly given form as the **Incredible Hulk**.

Attacked immediately upon his first transformation by frightened military, the Hulk also found himself targeted by the rest of the mistrustful metahuman community. Eventually, a wall of resentment was built that would last even when the Hulk gained back much of Banner's intelligence.

The Hulk is a wildcard. He has shown courage and selflessness; he has also been a genuine berserker. Within him lies potential redemption or destruction His final path is yet to be seen. **(Str98/300/500)**

PERSONALITY

As Banner, he is Intelligent, but virtually devoid of emotion; the 'Savage Hulk' identity, has childlike levels of intelligence and curiosity, with a longing for friendship and love, but is also prone to violent fits of rage. The Hulk has manifested many different forms and personalities over the years, several of which are detailed below.

POWERS AND ABILITIES

The Hulk possesses the capacity for superhuman strength ranging beyond the limits of virtually any other known humanoid being. The gamma radiation that mutated the Hulk's body fortified his cellular structure and added, several hundred pounds of bone, muscle, and other tissue to his body, giving him high-level strength and durability at his base levels.

In times of stress as the Hulk, his adrenaline level escalates, causing a corresponding escalation of strength. Thus the madder the Hulk gets, the stronger the Hulk gets. This is usually not accompanied by an additional gain in mass, but does appear to promote increased levels of energy efficiency. To date, the Hulk has never found an endpoint to his maximum strength, so its upper limit remains a mystery.

Besides his great strength, the Hulk's body posses a high degree of resistance to injury, pain, and disease. He has a superhuman healing capacity, enabling him to regenerate body tissue (including internal organs).

The Hulk can use his superhumanly strong leg muscles to leap great distances. He has been known to cover three miles in a single bound and has nearly leaped into orbit. The Hulk can also clap his hands or stomp his foot with a high level of destructive force.

REAL NAME: ROBERT BRUCE BANNER
OCCUPATION: FORMER NUCLEAR SCIENTIST
BASE: MOBILE
AFFILIATION: AVENGERS
HEIGHT 7' – 8'
WEIGHT 1,040 – 1,400 LBS
EYES: GREEN
HAIR GREEN

HULK — PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	18	0	0	6	-2	3	0

POWERS

Astral Detection: Senses (Astral Forms) 12 • *12 points*
Hulk Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 2, Enhanced Strength 2, plus Enhanced Strength 5, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *11 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort (Strength)

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 20 (+20), Perception 6 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Throw +10	Ranged, Damage 18-20 Crit.18-20
Unarmed +10	Close Damage 18-20 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	18-20
PARRY	8	**TOUGHNESS**	18-20
WILL	8		

POWER POINTS

ABILITIES	86	**SKILLS**	20
POWERS	73	**DEFENSES**	15
ADVANTAGES	8	**TOTAL**	202

COMPLICATIONS

Power Loss: The Hulk's Human form is Dr. Robert Bruce Banner: **STR** 0, **STA** 0, **AGI** 1, **DEX** 2, **FGT** 0, **INT** 4, **AWE** 4, **PRE** 1; Inventor, Leadership, Skill Mastery (nuclear physics); Expertise: Science (nuclear physics) 11 (+15), Insight 6 (+10), Perception 5 (+9), Ranged Combat: Throwing 8 (+10), Technology 10 (+14)); Init 1, Dodge 3, Parry 3, Fort 0, Tou 1
Relationships: The Hulk's primary relationship is with his wife, Betty Ross Banner; Rick Jones is a some-time sidekick. He will begrudgingly work with the Defenders and Avengers.
Temper: Heh. Yeah. Pretty much regardless of incarnation, Gray, Green, or Red, the Hulk's got some anger issues.

'NOBODY IS STRONGER THAN HULK' — PL16/PLX1

The Hulk is the 'Strongest One There Is!' – a shtick backed up by his rage-induced adrenaline surge. The stat box caps his Enhanced Strength at +2, reflecting his normal maximums, but this ability has no true limit – the Hulk has pulled the tectonic plates of entire planets together, and nearly collapsed the Eastern Seaboard with nothing but footsteps – to reflect this, the GM may add extra ranks of Strength or Improved Critical Unarmed, increasing the Hulk's effective Power Level to PL16. Against extreme threats – like say, facing off Galactus – he can even achieve PLX1. It has also been noted that, above a certain level, his body emits area blasts of kinetic energy. Criteria for GM's to activate the 'Berserker Hulk' should be restricted to times of extreme rage, last-ditch, otherwise impossible feats that only the Hulk could pull off, or a minimum of PL16 opponent.
NOTE: Usually, such extreme over-achieving results in the Hulk losing consciousness and reverting to the form of Dr. Robert Bruce Banner.

HULK (BERSERKER) PL16 (PLX1) • 215 POINTS

STR 20 STA 20 AGL 3 DEX 0 FGT 6 INT -2 AWE 3 PRE 0
Powers: Enhanced Strength 2, plus Enhanced Strength 3, Limited to Lifting (Lifting Str25; 800,000 tons) (PLX1)
Advantages: Improved Initiative 4
Offense: Initiative +4, Throw +10 (Ranged, Damage 20-22 Crit. 18-20), Unarmed +10 (Close, Damage 20-22 Crit. 18-20)
Defense: Dodge 8, Parry 8, Fort 20, Tough 20, Will 8
Totals: Abilities 100 + Powers 69 + Advantages 11 + Skills 20 + Defenses 15 = 215
Complications: Rampaging Hulk: The very definition of Uncontrolled Power, the Berserker Hulk will lash out at any perceived threat, even allies or friends. The Hulk may only make a Will Check (DC20) to snap out of this condition when his foes are defeated, or when an ally tries to calm him down. Immediately upon a successful Will Check the Hulk will lose consciousness, reverting to Dr. Banner.

AVENGERS HULK

The Hulk was one of the founding members of the Avengers, although his tenure did not last long. The group was formed when Thor's evil step brother, Loki attempted to frame the Hulk as a menace to be hunted by Thor – drawing not just the attention of the Thunder God, but Iron Man, the Wasp and Ant-Man as well. When Loki was exposed as the true villain, the five of them decided to band together to battle threats none of them could handle alone.

Unfortunately, the Hulk's temperamental nature put him at odds with the rest of the group, and when the Space Phantom successfully convinced the rest of the Avengers once again that the Hulk was a menace, the Hulk realized how much the others didn't trust him and left the team. **(Str90/150)**

PERSONALITY

During his time with the Avengers, the Hulk retained much of Bruce Banner's intelligence, although he was still brutish and temperamental. Although he knows they are the same being, he still hated 'weakling' Banner. This personality has resurfaced in the gray 'Joe Fixit' Hulk, and in the modern 'Gravage' Hulk

POWERS AND ABILITIES

The Avenger's Hulk was not on quite as high a base power level as some of his later incarnations, but he still retained the ability to grow stronger as he grew angrier, so was still a physical match for Thor. This version of the Hulk could also control his transformations. Otherwise, he has all the standard Hulk powers, including great durability, fast healing, and the ability to leap great distances.

HULK AVENGERS PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	17	0	0	6	0	4	1

POWERS

Astral Detection: Senses (Astral Forms) 12 • *12 points*
Hulk Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*

The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 1, Enhanced Strength 3, plus Enhanced Strength 2, Limited to Lifting (Lifting Str22; 100,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *12 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 20 (+20), Perception 6 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 17-20 Crit. 18-20
Unarmed +10	Close Damage 17-20 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	17-18
PARRY	8	**TOUGHNESS**	17-18
WILL	8		

POWER POINTS

ABILITIES	90	**SKILLS**	20
POWERS	70	**DEFENSES**	14
ADVANTAGES	8	**TOTAL**	202

COMPLICATIONS

Power Loss: The Hulk's human form is Dr. Robert Bruce Banner.
Relationships: The Hulk's primary relationship is with Betty Ross; Rick Jones is a some-time sidekick. He also had a brief tumultuous membership with the first Avengers team..
Temper: The Hulk has never worked and played well with others, and did no better here, leaving the team early on.

CLASSIC HULK

After an initial series of varying transformations, caused by as many different triggers, everything from nightfall, to a gamma ray gun, and varying degrees of personalities, intelligence, and colors, the Hulk's gamma mutation finally stabilized into the form very close to what he is today. The transformation from Banner into the Hulk was now caused by stress, and the Hulk himself manifested as the familiar green giant in torn purple trousers, with the intelligence of a child. This incarnation of the Hulk remained largely unchanged for many years, during which the Hulk mostly avoided human contact (although still managing to partner with the off-beat, misfit hero group, the Defenders, from time to time), but was constantly hounded by the military, and other foes, who often provoked him into large-scale acts of destruction. All these years of persecution built a strong distrust of 'puny humans.' **(Str90/300)**

PERSONALITY

This is the 'Savage Hulk' identity, which has childlike levels of intelligence and curiosity, with a longing for friendship and love, but is also prone to violent fits of rage The Savage Hulk is usually unaware that he is actually Banner, and sees him as a different person and an enemy.

HULK-CLASSIC PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
17	17	0	0	6	-2	3	0

POWERS

Astral Detection: Senses (Astral Forms) 12 • *12 points*
Hulk Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 1, Enhanced Strength 3, plus Enhanced Strength 3, Limited to Lifting (Lifting Str23; 200,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *13 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, Improved Critical 2, Improved Initiative 3, Power Attack, Ultimate Effort (Strength)

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 20 (+20), Perception 6 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 17-20 Crit. 18-20
Unarmed +10	Close Damage 17-20 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	17-18
PARRY	8	**TOUGHNESS**	17-18
WILL	8		

POWER POINTS

ABILITIES	82	**SKILLS**	22
POWERS	70	**DEFENSES**	15
ADVANTAGES	8	**TOTAL**	197

COMPLICATIONS

Power Loss: The Hulk's human form is Dr. Robert Bruce Banner.
Relationships: The Hulk's primary relationship is with Betty Ross; Rick Jones is a some-time sidekick. During this period, he had an on-again/off-again membership with the offbeat hero team known as the Defendersr.
Temper: This is THE Savage Hulk, know for his rage-fueled rampages.

HULK – JOE FIXIT PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
14	14	2	0	6	2	4	1

POWERS

Astral Detection: Senses (Astral Forms) 12 • *12 points*
Hulk Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt The Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 12 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 4, Enhanced Strength 4, plus Enhanced Strength 3, Limited to Lifting (Lifting Str21; 50,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *21 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, *Improved Critical 2*, Improved Hold, Improved Initiative 3, Power Attack, Ultimate Effort (Strength)

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 17 (+18), Perception 5 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +5

Throw + 10	Ranged, Damage 14-18 Crit. 18-20
Unarmed +10	Close Damage 14-18 Crit. 18-20

DEFENSE

DODGE	9	**FORTITUDE**	14-18
PARRY	9	**TOUGHNESS**	14-18
WILL	9		

POWER POINTS

ABILITIES	86	**SKILLS**	15
POWERS	79	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	205

COMPLICATIONS

Power Loss: The Hulk's Human form is Dr. Robert Bruce Banner.
Relationships: The Hulk's primary relationship is with Betty Ross; Rick Jones is a some-time sidekick. During this period, he had an on-again/off-again membership with the offbeat hero team known as the Defenders, along with Dr. Strange, the Silver Surfer, and the Sub-Mariner.
Temper: Joe Fixit's temper borders on villainous.

JOE FIXIT

Joe Fixit was the identity the Gray Hulk took when he reemerged after a series of experiments intended to separate the Hulk from Banner. After a bizarre series of transformations, the Hulk finally assumed the form he had taken the first night he was created – a smaller gray form, with higher intelligence than the green Hulk. For several months, Banner was totally suppressed and 'Joe Fixit' took a job as an enforcer in Las Vegas. Banner eventually reemerged and the transformations begin to occur between day and night – as they had originally. Before long, however, the green Hulk personality also reemerged and the three personas were joined into the merged 'Professor Hulk.' **(Str65/150)**

PERSONALITY

Joe Fixit is just barely on the side of the angels – not quite a villain - his battle tactics are devious, ruthless, and willingly lethal, having nearly drowned the Thing. While maintaining most of Banner's intelligence, the Gray Hulk is temperamental and brutal.

POWERS AND ABILITIES

Joe Fixit is smaller and weaker than the other incarnations of the Hulk, but he retains the rage induced adrenaline surge, and can theoretically become as strong as ever.

HULK – LOU FERRIGNO PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
9	11	3	3	6	-2	3	1

POWERS

Leaping 2 • *2 points*
Super-Stamina: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 2, Impervious Toughness 2 • *16 points*
Super-Strength: Enhanced Strength 1 Limited to Lifting (Lifting Str10; 25 tons) Improved Critical (Strength-based damage) - *2 points*

ADVANTAGES

All-out Attack, Fearless, *Improved Critical,* mproved Hold, Power Attack, Ultimate Effort (Strength)

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 8 (+9), Perception 5 (+6), Ranged Combat: Throwing 8 (+10)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 9 Crit. 19-20
Unarmed +10	Close Damage 9 Crit. 19-20

DEFENSE

DODGE	8	**FORTITUDE**	11
PARRY	8	**TOUGHNESS**	11
WILL	8		

POWER POINTS

ABILITIES	68	**SKILLS**	12
POWERS	20	**DEFENSES**	10
ADVANTAGES	5	**TOTAL**	115

COMPLICATIONS

Fugitive: The Hulk is falsely accused of killing Dr. Elaina Marks (who actually died in an explosion accidentally set off by reporter Jack McGee.) and ironically for the murder of David Banner himself, after Banner faked his death.
Nemesis: The Hulk is doggedly pursued by tabloid reporter Jack McGee
Power Loss: The Hulk's Human form is that of **Dr. David Bruce Banner**: STR 1, STA 1, AGI 0, DEX 0, INT 20, INT 3, AWE 3, PRE 1; Skills: Expertise: Medicine 5 (+8), Expertise: Science (Radiology) 8 (+11), Insight 6 (+9), Perception 6 (+9), Persuasion 5 (+6), Technology 6 (+9)
Relationships: David Banner walks the earth alone. He has seen the tragic death of two wives and a third woman who he deeply loved. While he has developed short-term friendships in many towns, his fugitive status prevents him from any long-term relationships..

LOU FERRIGNO

The Incredible Hulk TV show featured Bill Bixby as Dr. 'David' Banner, who had lost his wife after being unable to pull a burning car off of her. Haunted by her loss, Banner begins researching cases similar to his own where people actually succeeded in adrenaline-induced feats of strength. He discovers the common element in each case was high gamma-radiation activity, versus low gamma activity on the day his wife died. Attempting to test this, Banner accidentally exposes himself to an intense overdose of radiation, transforming him into the Hulk **(Lou Ferrigno)**.
Confiding in his lab partner and budding love-interest Elaina Marks, Banner attempts to find a cure, but reporter, Jack McGee, investigating sightings of a giant, green monster, inadvertently sets the lab on fire, and Elaina is killed. Banner is also believed to have died in the fire, and both deaths are blamed upon the Hulk. Banner becomes a drifter, roaming from town to town, as he searches for a cure. **(Str6/35)**

PERSONALITY

Banner is haunted by tragedy – every woman he ever loved has died. As a fugitive, he keeps a low profile, but always finds enough trouble to bring out his brutish alter-ego. The Hulk is mute, childlike, and surprisingly gentle, tending to throw rather than smash bad guys.

POWERS AND ABILITIES

Lou Ferrigno's Hulk has superhuman strength and accelerated healing, although there is no indication that his strength increases with anger.

MAESTRO

The **Maestro** is a future incarnation of the Hulk who has gone insane and seized power in the post-Apocalyptic world of Dystopia. Seeking rescue from the Maestro's tyranny, Janis, the Granddaughter of Rick Jones traveled back in time to find the concurrent modern day Professor Hulk, and persuade him to follow her to the future and battle his future self.

Unfortunately the Maestro, having absorbed years of nuclear fallout, and a century of experience, proved stronger and defeated his younger self, crippling him and then attempting to convert the wounded Hulk to his side during his convalescence. Resorting to trickery where brute force had failed, however, the Hulk managed to lure the Maestro back in time to ground zero of the Gamma Bomb that had created him, right at the moment of detonation. The Maestro was disintegrated, although his healing factor reformed his body after a period of years. **(Str130/500)**

PERSONALITY

The Maestro was a maddened version of the Professor Hulk, highly intelligent, articulate, and crafty, but still prone to murderous fits of the rage which he has let consume him. He lives for his own pleasure.

MAESTRO PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	19	0	0	6	4	4	1

POWERS

Astral Detection: Senses (Astral Forms) 1 • *1 point*
Leaping 12 • *12 points*
Maestro Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Maestro and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Nothing Can Hurt The Maestro!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder The Maestro Gets, The Stronger The Maestro Gets!: Enhanced Stamina 1, Enhanced Strength 1, plus Enhanced Strength 5, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *11 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Maestro will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 4, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 6 (+12), Expertise: Science (nuclear physics) 12 (+16), Insight 6 (+10), Intimidation 20 (+21), Perception 6 (+10), Ranged Combat: Throwing 12 (+12), Technology 10 (+14)

OFFENSE

INITIATIVE +4

Throw + 12	Ranged, Damage 19-20 Crit. 18-20
Unarmed +12	Close Damage 19-20 Crit. 18-20

DEFENSE

DODGE	9	**FORTITUDE**	19-20
PARRY	9	**TOUGHNESS**	19-20
WILL	9		

POWER POINTS

ABILITIES	106	**SKILLS**	36
POWERS	698	**DEFENSES**	12
ADVANTAGES	8	**TOTAL**	231

COMPLICATIONS

Power Loss: The Maestro can willfully take his human form, a greatly-aged version of Dr. Robert Bruce Banner.
Relationships: The Maestro keeps a minister to handle his day-to-day affairs and maintains a stable of concubines.
Temper: The Maestro's temper is hair-trigger and lethal.

HULK- PROFFESSOR PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	18	0	0	6	4	4	1

POWERS

Astral Detection: Senses (Astral Forms) 1 • *1 point*
Hulk Smash!: Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 2, Enhanced Strength 2, plus Enhanced Strength 4, Limited to Lifting (Lifting Str24; 500,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *14 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Science (nuclear physics) 12 (+15), Insight 6 (+10), Intimidation 18 (+19), Perception 6 (+9), Ranged Combat: Throwing 10 (+10), Technology 10 (+14)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 18-20 Crit. 18-20
Unarmed +10	Close Damage 18-20 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	18-20
PARRY	8	**TOUGHNESS**	18-20
WILL	8		

POWER POINTS

ABILITIES	102	**SKILLS**	33
POWERS	72	**DEFENSES**	14
ADVANTAGES	8	**TOTAL**	229

COMPLICATIONS

Relationships: Professor Hulk's primary contacts while this incarnation was active, were the Pantheon, Rick Jones, and his wife, Betty Ross Banner
Savage Banner: In a sub-conscious effort to suppress his rage, Professor Hulk would revert to the physical from of Bruce Banner, with the Savage Hulk's mind, any time his adrenaline surge activated, nullifying his greatest asset.

PROFFESSOR HULK

Professor Hulk appeared when Doc Samson, the super-psychiatrist, used hypnotism to merge the Joe Fixit and Savage Hulk personalities with Bruce Banner's, resulting in a somewhat more human-looking, green form, retaining Banner's intelligence and speech patterns, combined with the Savage Hulk's power and the craftiness and attitude of Joe Fixit. During this period, the Hulk joined the Pantheon – a militant group that purported to right world wrongs. The Hulk ended up leading this familial group of meta-humans, but due to the manipulations of Agamemnon – the group's progenitor – it all fell into disarray, with the Hulk on the run from the authorities. **(Str98/300)**

PERSONALITY

Professor Hulk seemed the ideal combination of brains savvy and strength, and called himself 'Bruce' without rancor, but the stability was only an illusion – the deep down rage that created the Hulk in Banner's psyche could not be contained. This personality begin to deteriorate after a serious brain trauma and then after Banner and the Hulk were again separated during the Onslaught Crisis – when the Hulk first adapted his 'Gravage' persona – with Banner's intelligence but the to Hulk's gruff monosyllabic nature.

RED HULK

In the wake of World War Hulk, a mysterious **Red Hulk** appeared. 'Rulk', killed the Abomination, a Wendigo, smashed a S.H.I.E.L.D. Helicarrier, and defeated several big-league Marvel heroes, before he was finally stopped by a team-up of the Hulk and Thor

It was later revealed that Rulk was created as part of a Super Soldier program by the criminal think tank, "The Intelligencia", headed by MODOK, and eventually turned out to be the Hulk's long time nemesis, General Thunderbolt Ross. **(Str98/150)**

PERSONALITY

Rulk is a ruthless tactical fighter, and is perfectly willing to kill. He has a personal hatred for the Hulk.

HE CAME, HE SAW, HE KICKED WHOLESALE ASS

Rulk amassed a formidable record against high-level opposition in his short career, largely due to the plot-device ability to absorb forms of energy besides gamma radiation – letting him manipulate the Silver Surfer's Power Cosmic, drain the energy of the green Hulk, transforming him into Banner, utilize Thor's hammer – allowing Rulk to rampage across a who's who list of Marvel Heavyweights, including Thor, Iron Man, Namor, Terrax, the Silver Surfer, the Grandmaster, the Watcher, along with the She-Hulk and her entire team of Female Enforcers. Absorbing energy of at least 18 ranks also gave him: Enhanced Strength 2, plus Enhanced Strength 3, Limited to Lifting (Lifting Str23; 200,000 tons), His Power Level during his initial run was 16.

RULK PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	18	0	0	10	2	2	2

POWERS

Hottest One there Is!: Energy Aura: Damage 6, Enhanced Heat Aura 12 (Limited to when angry, Side-Effect- Fatigue • *60 points.*

Leaping 12 • *12 points*

Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground • *12 points*

• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both the Hulk and his targets must be in contact with the ground • *1 point*

Nothing Can Hurt Rulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *34 points*

ADVANTAGES

All-out Attack, Benefit 2 (Four-Star General), Fearless,, Improved Hold, Improved Initiative 3, Power Attack, Ranged Attack 8

SKILLS

Close Combat: Unarmed 2 (+12), Expertise (Military) 9 (+11) Intimidation 18 (+20), Perception 5 (+6), Ranged Combat: Throwing 4 (+12)

OFFENSE

INITIATIVE +4

Throw + 12	Ranged, Damage 18
Unarmed +12	Close Damage 18

DEFENSE

DODGE	8	**FORTITUDE**	18
PARRY	10	**TOUGHNESS**	18
WILL	8		

POWER POINTS

ABILITIES	104	**SKILLS**	19
POWERS	119	**DEFENSES**	14
ADVANTAGES	16	**TOTAL**	272

COMPLICATIONS

Enemies: Besides the Hulk himself, almost every hero – and quite a few villains, and a number of cosmic entities – in the Marvel Universe

Obsession: Killing the Hulk

Power Loss: The Red Hulk's human form is that of General 'Thunderbolt' Ross (see entry for: Hulk: Supporting Cast: General Thunderbolt Ross, below).

Relationships: Thunderbolt's Ross primary relationship is his daughter Betty Ross Banner. He has high-level contacts in the military and the US Government in his human identity.

HULK- THE END PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	19	0	0	6	-2	3	0

POWERS

Astral Detection: Senses (Detect Astral Forms) 1 • *1 point*
Hulk Smash!: Shockwave: Burst Area Damage 16, Limited: Both the Hulk and his targets must be in contact with the ground • *16 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Stamina 1, Enhanced Strength 1, plus Enhanced Strength 5, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *11 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Intimidation 20 (+20), Perception 6 (+9), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 19-20 Crit. 18-20
Unarmed +10	Close Damage 19-20 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	19-20
PARRY	8	**TOUGHNESS**	19-20
WILL	8		

POWER POINTS

ABILITIES	90	**SKILLS**	20
POWERS	73	**DEFENSES**	15
ADVANTAGES	8	**TOTAL**	206

COMPLICATIONS

Hulk Hates Bugs!: The Hulk is plagued by swarms of giant, cannibalistic, mutated, flying cockroaches.
Hulk Is Only One There Is: Besides being the last surviving human – or meta human – on Earth, the Hulk's alter-ego Dr. Robert Bruce Banner has died. Therefore if the Hulk were to transform back into Banner, he would also die.
Temper: The Hulk has literally proven too stubborn to die.
Vid-Bot: The alien Rigellians have sent a 'Vid-Bot' to monitor the Hulk's eventual death to confirm human extinction.

THE END

The End: In yet another alternate future, the Hulk has again survived the nuclear apocalypse – which seems to be a constant – even if the Hulk himself is not, although, in every scenario, the Hulk soaks up all the ambient radiation of the holocaust and only grows stronger.
In this 'final tale' story, the future Hulk is not the Maestro, but has instead come full circle back to his most common incarnation – the Savage Hulk' – who cares about two things and two things only: being left alone; and being the strongest one there is.
This is also the Hulk who hates Banner most of all, and who sees him as a separate being – although now that the two are together the only living human on the planet, the Hulk seems to have begrudgingly acknowledged a shared existence.
In his human form, now nearly aged over 200 years, Banner has searched the world, and found the only other surviving creatures on the planet are the odd bird or two and swarms of mutated flying cockroaches that devour the Hulk every day, only to have his healing factor grow his body back (Prometheus image).
But while the Hulk's body might be able to go on forever, Banner's aged body finally succumbs to old-age. The Hulk transforms just as his human alter-ego dies, leaving the Hulk finally, truly alone. **(Str200/300/500)**

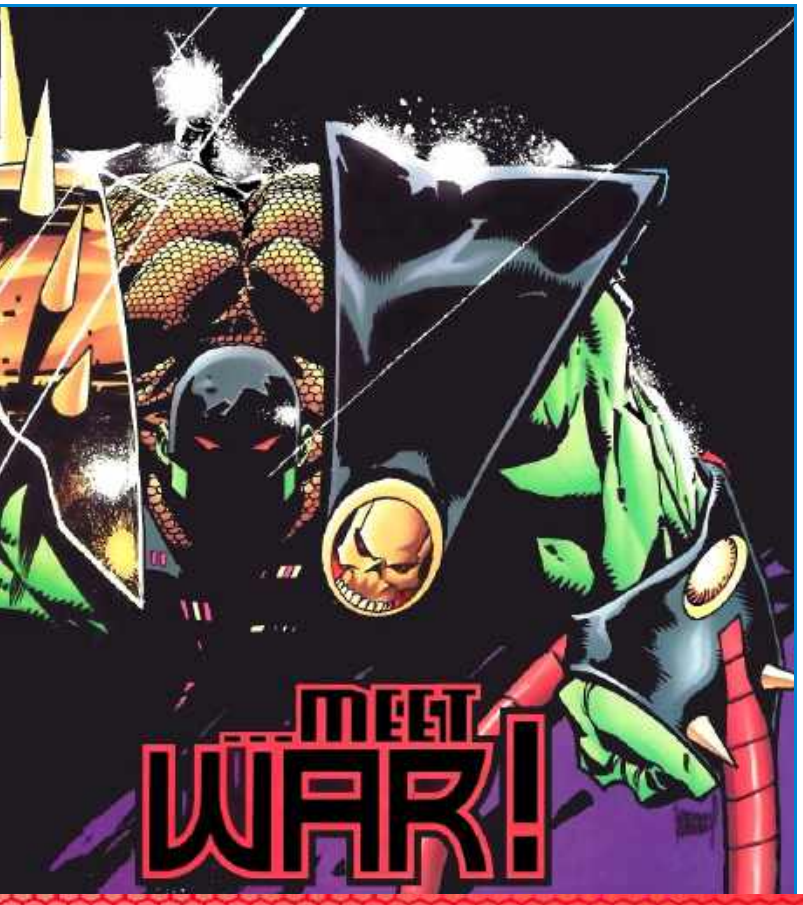
WAR

During the period of time immediately after the Onslaught Crisis, when the Hulk and Banner personas had been split (with the Banner persona being transported to the Heroes Reborn Universe: See Below), the Hulk, divorced from the humanity of Banner, became dark and vicious – a prime target for the villainous mutant warlord, Apocalypse, who used technological implants, purloined from the vastly powerful space gods known as the Celestials, to transform the Hulk into the horseman **'War'**, allowing him to access the full potential of his strength, boosting his power sufficiently to stop the Juggernaut dead in his tracks.

'War' came into almost immediate conflict with both the Juggernaut and the Absorbing Man, defeating both of them, and preparing to kill the Juggernaut before the intervention of the Hulk's long-time sidekick, Rick Jones. A glancing blow from the Hulk injured Jones severely, and the shock of seeing his friend hurt allowed the Hulk to free himself from Apocalypse's control, whereupon he ripped the Celestial Implants free from his body. **(Str300/500)**

PERSONALITY

As 'War', the Hulk was a relentless, unstoppable engine of destruction, made all the more terrifying by the Banner-like intelligence combined with an absolute absence of humanity.



HULK- WAR PL18/PLX1

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	0	0	6	4	4	1

POWERS

Astral Detection: Senses (Astral Forms) 1 • *1 point*
Hulk Smash!: Shockwave: Burst Area Damage 16, Limited: Both the Hulk and his targets must be in contact with the ground • *16 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Madder Hulk Gets, The Stronger Hulk Gets!: Enhanced Strength 3 (Lifting Str25; 800,000 tons),Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *8 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Science (nuclear physics) 12 (+16), Insight 6 (+10), Intimidation 22 (+23), Perception 6 (+10), Ranged Combat: Throwing 10 (+9), Technology 10 (+13)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 22-25 Crit. 18-20
Unarmed +10	Close Damage 22-25 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	20
PARRY	8	**TOUGHNESS**	20
WILL	8		

POWER POINTS

ABILITIES	114	**SKILLS**	36
POWERS	70	**DEFENSES**	14
ADVANTAGES	8	**TOTAL**	252

COMPLICATIONS

Relationships: In his mind-addled state, War's primary contact is with Apocalypse; Rick Jones remains a contact.
Separation Anxiety: War-Hulk has been separated from his human-identity, causing great psychological upheaval.
Untapped Strength: War-Hulk's strength hovers right on the boarder of becoming an X-trait, having stopped the Juggernaut dead in his tracks, and can simply be considered **PLX1**

HULK- WORLD WAR HULK PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	0	0	6	4	4	1

POWERS

Astral Detection: Senses (Astral Forms) 1 • *1 point*
Hulk Smash!: Shockwave: Burst Area Damage 16, Limited: Both the Hulk and his targets must be in contact with the ground • *16 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*
Leaping 12 • *12 points*
Nothing Can Hurt Hulk!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
The Maddest He Has Ever Been!: Enhanced Strength 2 plus Enhanced Strength 3, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *9 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Science (nuclear physics) 12 (+15), Insight 6 (+10), Intimidation 22 (+23), Perception 6 (+10), Ranged Combat: Throwing 10 (+10), Technology 10 (+14)

OFFENSE

INITIATIVE +3

Throw + 10	Ranged, Damage 20-22 Crit. 18-20
Unarmed +10	Close Damage 20-22 Crit. 18-20

DEFENSE

DODGE	9	**FORTITUDE**	20
PARRY	9	**TOUGHNESS**	20
WILL	9		

POWER POINTS

ABILITIES	110	**SKILLS**	35
POWERS	71	**DEFENSES**	17
ADVANTAGES	8	**TOTAL**	241

COMPLICATIONS

Relationships: World War Hulk's primary contacts are with his vengeance-driven 'Warbound', as both his wives, Betty Ross Banner and the alien Caiera, are concurrently deceased; Rick Jones remains a trusted confidant/sidekick.
Power Loss: World War Hulk controls his transformations to Bruce Banner.
Temper: He's 'madder than he's ever been'.

WORLD-BREAKER

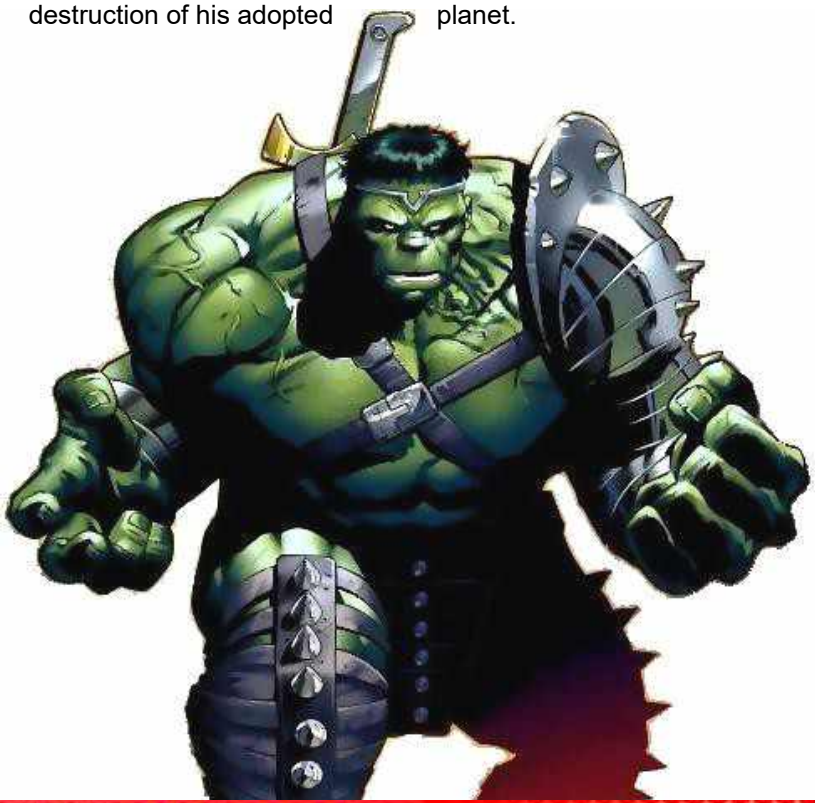
World War Hulk's rage has grown so great, his body can no longer contain its energy. Beyond a certain level, his body will emit Area Blasts of kinetic energy, equal to his current Strength in every direction, potentially destroying the entire planet. World War Hulk could potentially rate as PLX1.

WORLD WAR HULK

Iron Man, Mr. Fantastic, Dr. Strange, and the Black Bolt, members of the secret organization known as the 'Illuminati', agreed to exile the Hulk into space, tricking him onto a deep-space shuttle programmed to take him to a peaceful planet of non-sentient life. The ship fell off course, landing on the gladiatorial planet, Saakar. The Hulk was taken captive, and forced to fight in the arena. Eventually freeing himself and his fellow prisoners, he liberated the planet and was declared King. He also married his fellow rebel, Caiera the Oldstrong, and with a child on the way, the Hulk was finally truly happy. Unfortunately, the shuttle in which he'd come exploded, killing Caiera and her unborn child, along with most of the people on the planet. Blaming the Illuminati, the Hulk returned to Earth, ready to smash those who had betrayed him. **(Str200/300/500)**

PERSONALITY

This incarnation of the Hulk has the intelligence of Bruce Banner, but with a personality more akin to the gray Hulk, gruff, temperamental, but clever and crafty, especially in combat. He is also, driven by previously untapped levels of rage over the death of his wife and child, and the destruction of his adopted planet.



HULK-WORLD-BREAKER HERALD PL16

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
20	20	0	0	6	4	10	1

POWERS

Cosmic Awareness: Comprehend Languages 3 (speak all, understand all), Communication 1 (mental), Enhanced Awareness 6, Senses 1 (Cosmic Awareness) • *23 points*
Cosmic Invulnerability: Immunity 22 (Cold and Heat Damage, Fatigue, Pressure, Life Support), Healing Factor (Regeneration) 5, Impervious Toughness 20 • *47 points*
Cosmic Rage: Enhanced Power Cosmic 2, Enhanced Stamina 2, Enhanced Strength 2 plus Enhanced Strength 3, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Power Cosmic), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *19 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk will win against anyone else with the same Strength rank, rather than tie) • *1 point*
Leaping 20 • *20 points*
Power Cosmic: Array *(40 points)*
• **Cosmic Blast:** Ranged Damage 20 • *40 points*
• **Cosmic Senses:** Senses 32 (Acute, Ranged, and Tracking Detect Life, Extended Detect Life 28) • *1 point*
• **Earth Control:** Perception-Ranged Move Object 20; Limited Material (Rock/Earth), Flight 14 (32,000) Movement 4 (Environmental Adaptation - Zero-G, Space Travel 4) Platform • *2 points*
• **Healing:** Healing 20 • *1 point*
• **Matter Manipulation:** Transform 20 (anything into anything.) • *1 point*
• **World-Breaker:** Shockwave: Burst Area Damage 20, Area Affliction 20, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *2 points*

EQUIPMENT

Cosmic Blade: Cosmic Blast: Ranged Damage 20, Strength based Damage 2, Easily Removable (-17 points) • *28 points*

ADVANTAGES

All-out Attack, Equipment 6, Fearless, *Improved Critical 2 (Power Cosmic)*, *Improved Critical 2 (Unarmed),* Improved Hold, Improved Initiative 4, Power Attack, Ranged Attack 10, Ultimate Effort (Strength)

SKILLS

Close Combat: Melee 2 (+8), Close Combat: Unarmed 4 (+10), Expertise: Science (nuclear physics) 12 (+15), Insight 6 (+16), Intimidation 12 (+22), Perception 10 (+20), Technology 10 (+14

OFFENSE

INITIATIVE +4

Cosmic Blade +8	Close Damage 22-24 Crit. 18-20
Cosmic Blade +10	Ranged, Damage 20-22 Crit. 18-20
Cosmic Blast +10	Ranged, Damage 20-22 Crit. 18-20
Unarmed +10	Close Damage 20-22 Crit. 18-20
World-Breaker	Burst Area Damage 20 Crit. 18-20

DEFENSE

DODGE	10	**FORTITUDE**	20-22
PARRY	10	**TOUGHNESS**	20-22
WILL	10		

POWER POINTS

ABILITIES	110	**SKILLS**	28
POWERS	157	**DEFENSES**	14
ADVANTAGES	25	**TOTAL**	331

COMPLICATIONS

Relationships: As Herald of Galactus, the 'World-Breaker' has his memories wiped, so his only contact is Galactus himself. In his universe, most of his traditional contacts are deceased. Presumably, he would retain the Silver Surfer as a former team-mate, and surviving Galactus-herald alumni.

WORLD-BREAKER HERALD

In one alternate universe, World War Hulk ended with the death of most of Earth's heroes, leaving no one to stop the alien Skrulls' 'Secret Invasion.' After Earth fell, the Hulk led a few of the only surviving metahumans against the Skrulls – an effort that ended with the Hulk the only remaining human being alive on the planet.
Calling upon his old Defenders contact, the Silver Surfer, the Hulk offered the Skrull-dominated Earth to his World Devouring Master, Galactus, telling the Devourer that he wished to die himself. Instead, Galactus offered to remove his painful memories, endowing the Hulk with the Power Cosmic, transforming him into his new Herald – the **'World-Breaker'**. **(Str200/300/500)**

ALTERNATE REALITIES & NIGHTMARES

There are almost as many myriad Hulks throughout the alternate realities of the multiverse as they are within the psyche of Bruce Banner himself – and Banner himself is not the only example of a Hulk-like mutation.

Heroes Reborn Hulk: During the Onslaught Crisis, Banner and the Hulk were again separated, this time with Banner shunted off into a parallel universe, where he was again exposed to gamma radiation and transformed into a whole new Hulk. In the mainstream universe, minus the Banner personality, but still retaining his others, the Hulk begin to morph into his 'Gravage' personality.

Peter Parker Hulk: Peter Parker became the Hulk, in an alternate 'What-If? reality'. This Hulk died defending the Earth from Galactus. There was also a brief period where the mainstream Peter Parker developed Hulk-like powers, while still retaining his spider-abilities, becoming a 'Spider-Hulk (see entry for: **Spider Man**).

Rick Jones Hulk: In an another 'What-If?', Rick Jones became a teenage Hulk (STR 15, STA 15), after saving Bruce Banner from the Gamma Bomb. Jones also briefly transformed into a 'Rick Hulk' in mainstream reality, and more recently became a gamma-irradiated Abomination-like creature called A-Bomb.

HULK 2099

Hulk 2099: In the alternate future year 2099, John Eisenhart, was transformed by a banned gamma-ray device into a clawed, fanged monster like the Hulk. The unique spin was that while 'Hulk 2099' was driven by an uncompromising sense of honor, his human form bore a ruthless streak, made worse after exposure to a gamma-powered mind-altering device, eventually leading John Eisenhart to actually betray the Hulk to that reality's 'President Doom'. Hulk 2099 supposedly died battling S.H.I.E.L.D. troops. **(Str100/150)**

HULK 2099 PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	18	0	0	6	0	2	0

POWERS

Claws: Close Damage 1, Penetrating • 2 *points*
Invulnerability: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 15 • *31 points*
Leaping 12 • *12 points*
Raging Strength: Enhanced Stamina 1, Enhanced Strength 1, plus Enhanced Strength 5, Limited to Lifting (Lifting Str24; 400,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round • *11 points*
Senses: Senses 2 (Low-Light Vision, Scent) • *2 points*
Shockwave: Burst Area Damage 16, Limited: Both Hulk 2099 and his targets must be in contact with the ground • *16 points*
• **Groundstrike:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 3, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Claws 4 (+10), Close Combat: Unarmed 4 (+10), Expertise: Virtual Reality 3 (+3), Expertise: Lawyer 3 (+3), Intimidation 20 (+20), Perception 6 (+8), Ranged Combat: Throwing 10 (+10)

OFFENSE

INITIATIVE +3

Claws +10	Close Damage 19-20 (Penetrating 10) Crit. 18-20
Throw + 10	Ranged, Damage 18-19 Crit. 18-20
Unarmed +10	Close Damage 18-19 Crit. 18-20

DEFENSE

DODGE	8	**FORTITUDE**	18-19
PARRY	8	**TOUGHNESS**	18-19
WILL	8		

POWER POINTS

ABILITIES	88	**SKILLS**	25
POWERS	75	**DEFENSES**	16
ADVANTAGES	8	**TOTAL**	212

COMPLICATIONS

Divergent Personalities: The mind-manipulation of Doctor Apollo enhanced the ruthless qualities of John Eisenhart, putting him at odds with the pathologically honorable Hulk.
Enemies: The Golden One, President Doom.
Power Loss: Hulk 2099's human form is that of John Eisenhart.
Temper: Having a temper goes with being a Hulk.

HULK: DEVIL HULK — PL18/PLX1

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
25	25	0	0	6	4	4	1

POWERS

Astral Detection: Senses (Astral Forms) 1 • *1 point*
Devil Hulk: Growth 7 • *14 points*
Fire Breath: Ranged Damage 20 • *40 points*
Indestructible!: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 20 • *35 points*
Leaping 12 • *12 points*
Personification of Rage: Enhanced Strength X1, Enhanced World-Breaker X1, Improved Critical 4 (Strength-based damage), Limited to when angry, may only increase 1 point per round, must first take damage • *44 points*
• **Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Devil Hulk will win against anyone else with the same Strength rank) • *1 point*
World-Breaker: Shockwave: Burst Area Damage 25, Limited: Both the Devil Hulk and his targets must be in contact with the ground • *25 points*
• **Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree • *1 point*

ADVANTAGES

All-out Attack, Fearless, Improved Hold, *Improved Critical 2*, Improved Initiative 4, Power Attack, Ultimate Effort: Strength

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Science (nuclear physics) 12 (+15), Insight 6 (+10), Intimidation 24 (+25), Perception 6 (+10), Ranged Combat: Throwing 10 (+10), Technology 10 (+14)

OFFENSE

INITIATIVE +4

Fire Breath +10	Ranged, Damage 20 Crit. 16-20
Throw +10	Ranged, Damage 25+ Crit. 16-20
Unarmed +10	Close, Damage 25+ Crit. 16-20
World-Breaker	Burst Area Damage 25+ Crit. 18-20

DEFENSE

DODGE	5	**FORTITUDE**	25
PARRY	5	**TOUGHNESS**	25
WILL	8		

POWER POINTS

ABILITIES	102	**SKILLS**	36
POWERS	192	**DEFENSES**	15
ADVANTAGES	11	**TOTAL**	356

COMPLICATIONS

Power Loss: The Devil Hulk's power seems keyed around Bruce Banner's own fear of his abusive father. If this fear is overcome, the Devil Hulk loses power.
Ultimate Rage: The Devil Hulk is Bruce Banner's deepest, darkest id, with no human compassion or empathy.

DEVIL HULK

Devil Hulk: Buried deep within his psyche is the Devil Hulk, the personification of all the rage of all the Hulks. It has never fully manifested in the real world, but it is more powerful than all the other Hulk's combined. It represents the darkest part of his soul and is dedicated to death and destruction.
An enemy within Bruce Banner's own mind, the Devil Hulk seems to overlap with the '**Guilt Hulk**' (**STR 23, STA 23**, **Growth 5, PL17**), with the two malevolent personalities building upon each other – both appear as giants, with reptilian, dragon-like traits. Both personalities also seem to revolve around Bruce Banner's abusive father, Brian Banner. In point of fact, during the Chaos War, the spirit of Brian Banner was actually able to briefly manifest as the Devil Hulk in the real world, demonstrating indomitable power, including flame-breath, although was defeated when the Hulk lost his fear of him.
NOTE: This incarnation of the Devil Hulk may have been augmented by the Chaos King, It could also represent the Hulk's full 'World-breaker' potential..**(Str500/PLX1)**

OTHER HULKS

BANNER HULK — PL15 210 POINTS

Abilities: Str 17 **Sta** 17 **Agi** 0 **Dex** 0 **Fgt** 6 **Int** 4 **Awe** 4 **Pre** 1

Powers: Astral Detection: Senses (Astral Forms) 1; **Hulk Smash!:** Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground, **AE: Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree; **Leaping** 12; **Nothing Can Hurt Hulk!:** Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 12; **The Madder Hulk Gets, The Stronger Hulk Gets!:** Enhanced Stamina 1, Enhanced Strength 3, plus Enhanced Strength 3, Limited to Lifting (Lifting Str23; 200,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round, **AE: Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk wins against anyone else with the same Strength rank, rank)

The **Banner Hulk** gained the ability to control the transformations into the Hulk, while keeping his own personality. The Hulk remained in his subconscious, battling for control, and if he used his Adrenaline Surge, he risked reverting to his savage personality. **(Str90/150)**

GREEN SCAR — PL15 232 POINTS

Abilities: Str 18 **Sta** 18 **Agi** 0 **Dex** 0 **Fgt** 6 **Int** 4 **Awe** 4 **Pre** 1

Powers: Astral Detection: Senses (Astral Forms) 1; **Hulk Smash!:** Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground, **AE: Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree; **Leaping** 12; **Nothing Can Hurt Hulk!:** Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 12; **The Madder Hulk Gets, The Stronger Hulk Gets!:** Enhanced Stamina 1, Enhanced Strength 2, plus Enhanced Strength 5, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round, **AE: Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk wins against anyone else with the same Strength rank, rank)

The **Green Scar** or 'Gravage' Hulk is the World War Hulk personality with his power receded to normal levels. He can control his transformations and is on amicable terms with Banner, although both see themselves separate personalities. **(Str98/300/500)**

MINDLESS HULK — PL15 193 POINTS

Abilities: Str 18 **Sta** 18 **Agi** 0 **Dex** 0 **Fgt** 6 **Int** -3 **Awe** 3 **Pre** 1

Powers: Astral Detection: Senses (Astral Forms) 1; **Hulk Smash!:** Shockwave: Burst Area Damage 12, Limited: Both the Hulk and his targets must be in contact with the ground, **AE: Thunderclap:** Area Affliction 12, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree; **Leaping** 12; **Nothing Can Hurt Hulk!:** Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 5, Impervious Toughness 12; **The Madder Hulk Gets, The Stronger Hulk Gets!:** Enhanced Stamina 1, Enhanced Strength 2, plus Enhanced Strength 5, Limited to Lifting (Lifting Str25; 800,000 tons), Improved Critical 2 (Strength-based damage), Limited to when angry, may only increase 1 point per round, **AE: Strongest One There Is!:** Feature 1 (in any contest or comparison of Strength, the Hulk wins against anyone else with the same Strength rank, rank)

Banner's mind and body were once separated completely from the body of the Hulk, leaving the Hulk a completely mindless engine of rage. This Hulk killed thousands before it was finally captured by the Avengers, and Banner was reintegrated into the Hulk's form, causing the reemergence of the Joe Fixit personality. **(Str90/500)**

BETTY ROSS BANNER

Betty Ross Banner is the daughter of General Thunderbolt Ross, and met Bruce Banner shortly before he was first transformed him into the Hulk. Over the years, she has been friend, lover, and even an enemy – once marrying Bruce's rival for her heart, Colonel Glenn Talbot. She has suffered nervous breakdowns, transformed into gamma-irradiated monsters, become a nun, and has even come back from the dead. But she has stood by both Bruce Banner and the Hulk's side, form the beginning, and they were finally married – a relationship that has been predictably rocky. **(Str4)**

BETTY ROSS BANNER	PL5 36 POINTS
Abilities: Str -1 **Sta** 0 **Agl** 0 **Dex** 0 **Fgt** 0 **Int** 0 **Awe** 0 **Pre** 0	
Advantages: Attractive, Benefit (General's Daughter), Fearless, Ranged Attack 4	
Skills: Close Combat: Unarmed 2 (+2), Expertise: Computers 3 (3), Expertise: Espionage 3 (3), Intimidation 6 (+6), Perception 3 (+3), Persuasion 6 (+6), Ranged Combat: Firearms 4 (+10	
Offense: Initiative +0, Pistol +8 (Ranged, Damage 3) Unarmed +2 (Damage -1)	
Defense: Dodge 6, Parry 4, Fortitude 3, Toughness 1, Will 3	
Totals: Abilities 0 + Advantages 7 + Skills 14 + Defenses 15 = 36	
Complications: Relationships: Betty is the wife of the Hulk (Robert Bruce Banner), and has all the headaches that go with it, especially as her father, General Thunderbolt Ross, is one of her husband's archenemies. Betty is close to Rick and Marlo Jones, as well as Doc Samson. She was once married to Glenn Talbot; **Super-Powers:** Betty has, over the years, possessed a variety of super-human abilities. As the Harpy, she had super-strength (STR 11), talons, winged Flight, and Energy Blast 8. As 'Mr. Blue', she had STR 7. Most recently, she has transformed into a red-skinned She-Hulk – She-Rulk.	

DOC SAMSON

Dr Leonard Samson exposed himself to radiation, to give himself super-strength, but his true calling is psychiatry, specializing in metahuman cases, with a particular interest in the Hulk. He has been responsible for a number of the Hulk's incarnations, most predominantly, Professor Hulk, and most disastrously, the Mindless Hulk. He also has high-level contacts at S.H.I.E.L.D. and government operations. **(Str60)**

DOC SAMSON	PL11 170 POINTS
Abilities: Str 14 **Sta** 12 **Agl** 4 **Dex** 4 **Fgt** 6 **Int** 2 **Awe** 2 **Pre** 2	
Powers: Shockwave: Burst Area Damage 10, Limited: Both Doc Samson and his targets must be in contact with the ground**; Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both Doc Samson and his targets must be in contact with the ground; **Leaping** 6; **Super-Stamina:** Enhanced Stamina 12, Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 7; **Super-Strength:** Enhanced Strength 3 (Lifting STR17; 3,200 tons), Limited to lifting	
Advantages: All-out Attack, Improved Hold	
Skills: Athletics 1 (+15), Close Combat: Unarmed 2 (+8), Deception 1 (+3), Expertise: Gamma Radiation 2 (+4), Expertise: The Hulk 2 (+4), Expertise: Medicine 2 (+4), Expertise: Psychiatry 3 (+5), Insight 2 (+4), Persuasion 2 (+3), Treatment 2 (+3)	
Offense: Initiative +0, Throw +4 (Ranged, Damage 14), Unarmed +8 (Close, Damage 14)	
Defense: Dodge 9, Parry 9, Fortitude 14, Toughness 12, Will 7	
Totals: Abilities 91 + Powers 51 + Advantages 2 + Skills 10 + Defenses 15 = 170	
Complications: Power Loss: Like his biblical namesake, Doc Samson's STR diminishes if he cuts his hair, losing one point of STR for every inch, down to 0; **Relationships:** Doc Samson had been involved for years with the therapy of Bruce Banner a.k.a. the Hulk, and has developed relationships with Betty Ross Banner, Rick Jones, and the rest of the Hulk's supporting cast. He is also connected with S.H.I.E.L.D..	

RICK JONES

Rick Jones: Rick Jones is the sidekick's sidekick. He was the kid in the jalopy who rode out onto the Gamma Bomb test site when Bruce Banner was transformed into the Hulk, and partnered with the green (or whatever) goliath ever since. He has filled Bucky's shoes Captain America's partner, shared Cosmic Power with Captain Mar-Vell and, in fact, it was the radio-signal from Rick's own Teen Brigade that first formed the Avengers. He's been a Hulk, an Abomination, a rock-star, and he's married to a Vegas showgirl, who he had to save from Death herself. **(Str6)**

RICK JONES	PL5 51 POINTS
Abilities: **Str** 1 **Sta** 2 **Agl** 2 **Dex** 3 **Fgt** 3 **Int** 0 **Awe** 0 **Pre** 1	
Advantages: Benefit (Multi-hero Side-Kick), Fearless	
Skills: Close Combat: Unarmed 3 (+6), Expertise: Musician 3 (6)	
Offense: Initiative +2, Unarmed +6 (Damage 1)	
Defense: Dodge 8, Parry 8, Fortitude 5, Toughness 2, Will 4	
Totals: Abilities 24 + Advantages 2 + Skills 3 + Defenses 18 = 51	
Complications: Relationships: Rick Jones is perhaps the most connected character in the Marvel Universe. Besides being sidekick to the Hulk, he has contacts with nearly every superhero individual or team on Earth, and some aliens. He is married to former Las Vegas showgirl, Marlo Chandler-Jones; Superpowers**:** Rick has, at times, possessed superpowers, becoming his own version of the Hulk, tapping psionic powers via Kree technology, and most recently, transforming into an Abomination-like monster, 'A-Bomb' (STR 19, STA 18, INT –1) (all other stats see entry for Abomination).	

THUNDERBOLT ROSS

General Thaddeus Ross was overseeing the Gamma-Bomb project that ended up transforming Bruce Banner into the Hulk. A hard-boiled throwback to the blood-and-guts military man, '**Thunderbolt' Ross** became obsessed with eliminating the threat of the Hulk, a destructive mission that has strained his relationship with his only daughter, Betty, who married Banner even after it was revealed he was the Hulk. Ross's dogged determination has also, at times, cost him his sanity, even his very life on more than one occasion. His obsession has even recently caused him to become what he beheld, transforming into a Hulk-like monster himself – the Red Hulk (Rulk). **(Str6)**

GENERAL ROSS	PL8 65 POINTS
Abilities: Str 1 **Sta** 2 **Agl** 1 **Dex** 2 **Fgt** 5 **Int** 2 **Awe** 2 **Pre** 0	
Equipment: Pistol: Ranged Damage *3*	
Advantages: Benefit 2 (General), Fearless, Equipment 1 (Military), Improved Hold, Improved Initiative, Ranged Attack 6	
Skills: Close Combat: Unarmed 4 (+7), Expertise (Military) 10 (+12) Intimidation 6 (+6), Perception 5 (+6), Ranged Combat: Guns 8 (+10)	
Offense: Initiative +0, Pistol +8 (Ranged, Damage 3), Unarmed +7 (Close, Damage 1)	
Defense: Dodge 6, Parry 5, Fortitude 4, Toughness 2, Will 6	
Totals: Abilities 30 + Powers 0 + Advantages 11 + Skills 15 + Defenses 9 = 65	
Complications: Enemies: The Hulk; **Relationships:** Thunderbolt's Ross' primary relationship is his daughter Betty Ross Banner; **Obsession:** Killing the Hulk; **Red Hulk:** Recently, Thunderbolt Ross has gained the super-human ability to transform into a red, Hulk-like monster (see entry for Red Hulk)	

HUNGER

The mysterious parasitical entity known as **Hunger** has existed for countless ages and has consumed an innumerable number of realities. The Hunger Entity first became aware of the Marvel Universe Earth-616 dimension after the massive energy dispersion caused by the Infinity Gauntlet conflict, But Hunger could not enter Earth-616 dimension because it was a "spherical" reality, needing an opening on both sides of the dimensional barriers.

To gain entrance to the Marvel Universe, Hunger subtly manipulated the World Devourer, Galactus, convincing the Devourer that the vibratory patterns of the Infinity Gems were identical to the kind he consumed from planets, sending Galactus on an obsessive mission to end his insatiable appetite through the assemblage of the Infinity Gems – an endeavor that required the manipulation of the Devourer's mind so that in never occurred to him that with the Infinity Gems, he could simply will his Hunger away.

The Mad Titan Thanos stumbled onto Hunger's manipulation, realizing that the device Galactus had created to channel the gem's energy was actually opening a doorway into Hunger's dimension. The parasitical Hunger had also used his mental abilities to shield Galactus from being able to detect any flaws in this plan.

Thanos attempted to engage Galactus in battle, to avoid activating the device, but was quickly defeated, and a portal was opened, allowing Hunger access into the 616 Reality. Even the might of Galactus proved useless to the amorphous, shadow-like inter-dimensional parasite, which simply absorbed the Devourer's energy blasts, as it prepared to consume the entire universe.

Thanos, however, had arranged for Pip the Troll to teleport the battle to the detonation point of two colliding planets, seemingly killing Hunger, and nearly killing Galactus as well. While Thanos took the opportunity to lecture the weakened Galactus, a small amorphous drop of the Hunger Entity is seen racing from the scene.

The Hunger Entity presumably still exists - although diminished in mass (and power) to a few droplets of matter, it is only a matter of time before it returns. **(StrVaries)**

PERSONALITY

Despite being an entity with the power to consume universes, Hunger seems to be fairly base in nature – devilishly diabolical, and taking great glee, not just in devouring a reality, but in sadistically taunting its prey. And despite being a cosmic-level intelligence, this base nature, and accompanying arrogance led to its own downfall against Thanos the Mad Titan. Doubtless Hunger has learned well from the wiles of Thanos.

POWERS AND ABILITIES

Hunger feeds off of the energy it receives by consuming entire realities. As an extra-dimensional entity, Hunger requires an entranceway provided by someone already dwelling within a given universe - any being will do, although Hunger prefers to use beings of great power as its entranceways, as its power upon entry to a reality is dependent upon the psyche of the being who granted it access (it entered the Marvel Universe via Galactus, and thus had initial abilities similar to Galactus.) As it begins to consume energy, it gains in power until it can attack the universe directly. Hunger also has formidable mental manipulation powers that it can extend across dimensional barriers.

X-Level: The stat-box is Hunger as a playable **PL38**. At X-level, he is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

REAL NAME: HUNGER
OCCUPATION: INTERDIMENSIONAL PARASITE
BASE: MOBILE
AFFILIATION: NONE
HEIGHT: VARIES
WEIGHT: VARIES
EYES: BLACK
HAIR: NONE

HUNGER PLX4/PL38

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
*	*	*	*	*	25	25	25

POWERS

Dimensional Travel: Movement 3 (Dimension Travel, Limited: Requires Mental Control of a being within the target reality) • *6 points*

Mental Control: Communication 50, Comprehend 50, Mind Reading 50, Mind Control 50, Senses 50 (Detect Realities) • *450 points*

Regeneration: Regeneration 50 • *50 points*

Universal Parasite: Energy Absorption 50, Immunity 30 (Fortitude Effects) Weaken 50 (Variable Descriptor–Stamina, Energy, Powers, Resisted by Will), Broad, Precise, Simultaneous • *430 points*

ADVANTAGES

All-Out Attack, Assessment, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 30 (+55), Insight 30 (+55), Intimidation 30 (+55), Perception 30 (+55)

OFFENSE

INITIATIVE *

Energy Absorption +25* Area Damage 50*

*Highest cap, See Limitations

DEFENSE

DODGE	*	**FORTITUDE**	Immune
PARRY	*	**TOUGHNESS**	*
WILL	25	*See Limitations	

POWER POINTS

ABILITIES	50+	**SKILLS**	60
POWERS	946	**DEFENSES**	0
ADVANTAGES	8	**TOTAL**	1178

COMPLICATIONS

Limitation: Upon entry into a target dimension, all asterisked abilities and powers are initially restricted to a rank equal to the highest Ability/Power of the individual he used as an avenue for entry. His abilities increase once he gains entry and establishes an attack on the dimension with Energy Absorption.

HUNTRESS

Helena Bertinelli is the daughter of Franco Bertinelli, a powerful Gotham City Mafia don. At age eight, she witnessed her parents gunned down by a hitman hired by a rival Mafioso, and was sent to live in Sicily with the Asaro family. As it turned out, the Asaros were a family of assassins, and her cousin Sal schooled her in hand-to-hand combat and other martial techniques that she would employ later in life as the Huntress.

Helena hunted down Steven Mandragora (the Mafioso who had ordered the hit on her family), and in the process discovered that her biological father was a man named Santo Cassamento, a mobster whose family operated under the Mandragoras. He had passed along the order for the hit from Mandragora to the actual killer.

While hunting down the hitman who had murdered her parents, Huntress saw Batman take on a Mafia crew and noted the fear that he engendered in them. She designed her Huntress persona in part based on this principle, and embarked on a career of vigilantism directed at organized crime.

Huntress donned the uniform of Batgirl when Gotham City was separated from the rest of the country by a massive earthquake. She discovered the criminals reacted to her much more fearfully as Batgirl than when she was the Huntress, and she continued to use the Batgirl persona until she lost a battle with Two-Face, and Batman rescinded the privilege. She managed to regain his respect, however, when she stood up to the Joker and survived his brutal attack.

After this incident, Batman nominated Huntress for membership in the Justice League, hoping that the other heroes would help temper her violent nature. This apparently worked for a time, but then she attempted to kill the super-villain, Prometheus. Batman stopped her and kicked her out of the Justice League.

Following this, Huntress responded to an invitation from Oracle to fill a vacancy in the Birds of Prey, and has retained membership in that group ever since. **(Str7)**

PERSONALITY

Huntress has a strong sense of justice and retribution, and is somewhat vengeful. She is prone to violence that other costumed heroes, especially Batman, find excessive and unnecessary, and she is somewhat unpredictable. She possesses a powerful desire to avoid the ignominy of her family's origins (see History), and to protect the innocent by striking fear into the hearts of those who would prey on them.

Unlike many heroes, Huntress is quite willing to kill (or allow to die) those she feels are irredeemable, though the Birds of Prey and Batman continually try to teach her mercy.

REAL NAME: HELENA ROSE BERTINELLI
OCCUPATION: VIGILANTE, TEACHER **BASE:** GOTHAM CITY
AFFILIATION: BIRDS OF PREY, JUSTICE LEAGUE
HEIGHT: 5' 11" **WEIGHT:** 148 LBS
EYES: BLUE **HAIR:** BLACK

HUNTRESS PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	6	5	9	3	4	4

EQUIPMENT

Crossbow: Ranged Damage 3, Improved Critical • *7 points*
Knife: Strength-based Damage 1, Improved Critical • *2 points*
Staff: Strength-based Damage 1, Reach 1 • *2 points*
Twin Pistols: Ranged Damage 4 • *16 points*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, STR 1, SPD 6, DEF 0, TOU, Navigation System

ADVANTAGES

All-out Attack, Close Attack 4, Defensive Attack, Defensive Roll 2, Equipment 8, Grabbing Finesse, Hide in Plain Sight, Improved Aim, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Improvised Weapon, Instant Up, Languages 1, Precise Attack 2 (Ranged; Cover & Concealment), Quick Draw, Ranged Attack 4

SKILLS

Acrobatics 8 (+14), Athletics 9 (+12), Close Combat: Unarmed 2 (+11), Close Combat: Knives 1 (+10), Close Combat: Staff 1 (+10), Deception 5 (+9), Expertise: Teaching 5 (+8), Insight 5 (+9), Intimidation 6 (+10), Investigation 7 (+10), Perception 6 (+10), Persuasion 4 (+8), Ranged Combat: Crossbow 6 (+11), Ranged Combat: Pistols 5 (+10), Sleight of Hand 5 (+10), Stealth 12 (+18), Vehicles 5 (+10)

OFFENSE

INITIATIVE +9

Crossbow +15	Ranged, Damage 3, Crit. 19-20
Knife +14	Close, Damage 3, Crit. 19-20
Pistols +14	Ranged, Damage 4
Staff +14	Close, Damage 4, Reach 1
Unarmed +15	Close, Damage 2, Crit. 19-20

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	13	**TOUGHNESS**	5/3*
WILL	8	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	72	**SKILLS**	46
POWERS	0	**DEFENSES**	20
ADVANTAGES	32	**TOTAL**	172

COMPLICATIONS

Vengeance: "Blood calls out for blood" has been the Huntress' mantra since the beginning of her career, and this attitude has cost her a lot, including her membership in the Justice League.
Relationships: Huntress is close friends with Oracle and Black Canary, and Helena Bertinelli is a dedicated teacher. She has found, however, that her nocturnal double-life as Huntress makes keeping a teaching job difficult.

POWERS AND ABILITIES

The Huntress has no superpowers as such, but is a master level hand-to-hand combatant, marksman, and driver. She is also, like her erstwhile mentor Batman, an expert detective.
While Helena's own family, composed of Mafiosi, is a point of shame for her, for the most part, The Huntress has extensive relationships and contacts in the super hero community. She trained with Richard Dragon, was briefly a member of the Justice League of America, and is a member of the Birds of Prey.
The Huntress has a close working relationship with Tim Wayne (See entry for: **Nightwing: Robin**), and was once romantically linked with Dick Grayson (See entry for: **Nightwing**), Helena is also close friends with Barbara Gordon ((See entry for: **Batgirl**) and with Black Canary. Vic Sage, the Question, was her mentor and lover at one point.

HYPERION

Hyperion is the mightiest and most celebrated hero in the alternate-reality Earth 712, but his origin are still shrouded in mystery. He is apparently a member of his world's Eternals, a superhumanly powerful and long-lived offshoot of humanity.

At some point, Earth 712's Eternals left their world for the planet Argon, and when their society later died during a planetary explosion, Hyperion was rocketed to Earth as a child. He was found and raised by the Miltons, a childless couple who named him 'Mark'. He was brought up with a deep respect for life and humanity, and was taught not to interfere in human affairs, restricting his heroics simply to saving lives, battling villains, and doing good deeds, avoiding greater issues and observing the world from his 'Tower of Isolation'.

After the death of his parents, 'Mark Milton' took a job as a cartoonist in the USA's biggest city – "Cosmopolis' – and built a flirtatious friendship with reporter, Lonni Lattimer. Hyperion joined fellow Superheroes – Amphibian, Nighthawk, Power Princess, and the Whizzer – to form the super-team, Squadron Supreme

(Heh. No copyright infringement here. Anyway…)

Hyperion has had multiple dealings with the Avengers – both as friend and foe; although Hyperion is the Hero's Hero, the heroes of Earth 712 seem oddly susceptible to mind-control, as the entire Squadron Supreme has been pitted on more than one occassion against the mainstream Avengers, at behest of some mind-manipulating super-villain. Complicating matters, other versions of Hyperion exist, both alternate-dimension versions as well as a villainous counterpart created by the Grandmaster. So, while Hyperion is generally considered an ally of the Avengers, you never know which one you're going to run into.

Hyperion eventually developed a romance with his Squadron Supreme team-mate, Power Princess, that continues to this day. **(Str95)**

PERSONALITY

Hyperion is a born leader. He radiates sincerity and good intentions in virtually everything he does, and people follow him almost without a second thought. He admires beings who have strong principles as much as he detests those who do not.

POWERS AND ABILITIES

Hyperion is the most powerful hero on Earth 712, possessing vast Superhuman Strength, high-level Invulnerability, Super-Speed, as well as the power of Flight. He may fire super-hot, radioactive beams from his eyes ('Atomic Vision'). He is vulnerable to 'Argonite' – a rare substance on Earth 712.

REAL NAME: UNREVEALED, MARK MILTON (ADOPTED NAME)
OCCUPATION: CARTOONIST, ADVENTURER, GOV. AGENT
BASE: COSMOPOLIS, EARTH 712 (OTHER –EARTH)
AFFILIATION: SQUADRON SUPREME
HEIGHT: 6' 4" **WEIGHT:** 460 LBS
EYES: BLUE **HAIR:** RED

HYPERION PL15

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	14	2	2	9	2	4	10

POWERS

Atomic Vision: Ranged Damage 14 (heat) • *28 points*

Flight: Array *(28 points)*

- Flight 14 (64,000 MPH) • *28 points*
- Quickness 14, Speed 14 (32,000 MPH) • *1 point*

Invulnerability: Protection 3, Impervious Toughness 17; Immunity 10 (Life Support) • *30 points*

Super-Senses: Senses 13 (Acute and Extended Hearing, Extended Vision 3, Infravision, Microscopic Vision 4, Ultra-Hearing, Vision Penetrates Concealment • *13 points*

Super-Speed: Quickness 6 • *6 points*

Super-Strength: Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) • *5 points*

ADVANTAGES

Connected, Extraordinary Effort, Inspire, Leadership, Power Attack, Seize Initiative, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 2 (+11), Expertise: Journalism, Cartooning 10 (+12), Ranged Combat: Heat Vision 8 (+10), Perception 8 (+14), Persuasion 8 (+18), Technology 3 (+5)

OFFENSE

INITIATIVE +2

Heat Vision +10	Ranged Damage +15
Unarmed +11	Close Damage 18

DEFENSE

DODGE	10	**FORTITUDE**	15
PARRY	10	**TOUGHNESS**	17
WILL	9		

POWER POINTS

ABILITIES	122	**SKILLS**	19
POWERS	110	**DEFENSES**	14
ADVANTAGES	7	**TOTAL**	281

COMPLICATIONS

Relationships: Hyperion's closest relationship is with Power Princess. Others include friends and co-workers, Lonni Lattimer, and fellow heroes of Squadron Supreme.

Responsibility: Hyperion feels a strong sense of responsibility to use his powers for the benefit of all.

Secret Identity: Mark Milton, mild mannered cartoonist

Vulnerability: Hyperion and the other members of Squadron Supreme have a particular susceptibility to mind-control.

Weakness: Argonite.

EVIL HYPERIONS

While multiple versions of Hyperion besides Mark Milton exist throughout the multiverse, both heroic and villainous, the three versions most often encountered are the primary Hyperion, detailed above, as well as two 'Evil Hyperions'. The first was a construct of the Grandmaster, set against the Avengers. This Hyperion had duplicate stats to the Mark Milton Hyperion, although was not as intelligent.

Another prominent Evil Hyperion was King Hyperion – Zhb-Ran – and as Hyperion is a Superman-analogue, King Hyperion is Ultraman – a member of 'Squadron Sinister' – a despot having conquered and eventually destroyed his home world, now forced to seek out new dimensions to conquer. Ahb Ran's origin is unknown, but he seemed significantly more powerful than the mainstream Hyperion and boasted of defeating Galactus (through undisclosed circumstances). Either of these versions of Hyperion are as cruel and vicious as Mark Milton is heroic and honorable.

KING HYPERION PL15 • 303 POINTS

STR 20 STA 16 AGL 2 DEX 2 FGT 9 INT 1 AWE 2 PRE 10

Powers: Invulnerability: Impervious Toughness 20, **Super-Strength:** Enhanced Strength 4, Limited to Lifting (Lifting Str24; 400,000 tons)

Offense: Initiative +2, Heat Vision +10 (Ranged, Damage 20), Unarmed +11 (Close, Damage 20)

Defense: Dodge 10, Parry 10, Fortitude 17, Toughness 20, Will 7

Totals: Abilities 132 + Powers 60 + Advantages 8 + Skills 8 + Defenses 2 = 303

Complications: True Villain: Although King Hyperion is theoretically a counterpart of the heroic version, he demonstrates stereotypical 'villain' qualities: he is, at heart, cowardly, for example, and prone to beg for his life or mercy, should the battle somehow turn against him. The lack of heroic qualities, also mean he lacks the ability to lead through any means other than fear.

IMPERIEX

The embodiment of entropy, **Imperiex** is a being of pure energy contained inside a colossal suit of armor. The first word of his existence came when Mongul arrived on Earth claiming that Imperiex had destroyed Warworld and was heading for Earth. Together Mongul and Superman managed to defeat 'Imperiex', only to discover their opponent was no more than a probe. The true 'Imperiex Prime' was a much larger and more powerful being. Imperiex believed he had detected imperfections in the fabric of the universe. Destroying Earth, the planet that held the universe together, would induce a new Big Bang, allowing Imperiex to create a new, perfect universe.

Imperiex obliterated whole galaxies. After destroying the planets, Kalanor, Karna, and Daxam, Imperiex arrived at Almerac, the home of Maxima, and not only destroyed Almerac but 'hollowed' the entire galaxy. Survivors of the dead worlds, Brainiac 13's Warworld, Apokolips, and Earth formed a coalition, with Darkseid as its commander, to fight against Imperiex.

Arriving at the Milky Way Galaxy, Imperiex sent in numerous probes. On Earth, President Lex Luthor rallied the super-heroes of Earth, the U.S. military, and other countries. Furthermore, Luthor had decided that Superman did not have enough power to lead a strike force alone, arranging for Doomsday to be brainwashed to attack Imperiex Probes. Superman and Doomsday destroyed several probes until Imperiex Prime himself finally appeared. Doomsday was vaporized but Superman survived. Thanks to the sacrifice of Strange Visitor and General Sam Lane, Earth's forces managed to crack Imperiex' armor, allowing Darkseid to use Boom Tubes to transfer Imperiex' energy back to the galaxies he had destroyed. However, Brainiac-13 appeared on the battleground with Warworld, absorbing the Imperiex energies and vowing to use them to rule everything.

In a desperate gambit, Superman dove into the heart of the sun, gaining a massive power boost. Realizing Warworld couldn't be destroyed without releasing Imperiex and triggering another Big Bang, Superman formed a new plan, combining the power of Darkseid, enhanced by the faith and strength of the Amazons, focused through Steel's 'Entropy Aegis' armor (created from an Imperiex probe). With Luthor activating a temporal displacement weapon, Superman pushed Warworld through a temporal Boom Tube, sending both Imperiex Prime's and Brainiac's consciousness back fourteen billion years to the Big Bang, destroying both of them.

In his final moments, Imperiex realized, in an ironic twist, that the imperfection he had detected in the universe was Imperiex himself. **(Str1000)**

PERSONALITY

Imperiex considers the universe flawed, and it follows that any organisms that cling to it are likewise flawed, and thus irrelevant, and similarly slated for extermination. Imperiex is aloof and generally will not acknowledge lesser beings

REAL NAME: IMPERIEX PRIME
OCCUPATION: DESTROYER OF GALAXIES
BASE: MOBILE **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: UNREVEALED **HAIR:** UNREVEALED

IMPERIEX — PLX3/PL25

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
30	30	7	7	10	24	24	24

POWERS

Cosmic Entity: Immunity 30 (Fortitude), Impervious Toughness 32 • *62 points*

Embodiment of Entropy: Array (280 points)

- **Power of the Big Bang:** Energy Control 40 (Variable–Cosmic Descriptor) • *280 points*
- **Molecular Conversion:** Transform 40 • *1 point*
- **Energy Absorption:** Energy Absorption 40 (Variable, Adds to all Abilities and Powers) • *1 point*

Omniscience: Communication 30, Comprehend 30, Mind Reading 20, Senses 30 (Cosmic Awareness), Summon 30 (Imperiex Probes) • *290 points*

Space Flight: Flight 20 (Space Travel 10), Teleport 30 • *100 points*

EQUIPMENT

Energy Siphoning Machinery: Energy Absorption 40

Entropic Armor: Impervious Toughness 32

ADVANTAGES

All-Out Attack, Assessment, Benefit 20 [Status: Galaxy Destroyer), Connected, Contacts, Eidetic Memory Equipment 15, Fearless, Inventor, Jack of All Trades, Power Attack, Ranged Attack 3, Ultimate Effort (Powers), Well-Informed

SKILLS

Close Combat: Unarmed 2 (+12), Expertise 14 (+38), (Chemical, Electronic, Mechanical, Structural) Intimidation 16 (+40), Technology 16 (+40)

OFFENSE

INITIATIVE +7

Cosmic Energy +10	Ranged Damage 40
Unarmed +12	Close Damage 30

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	30
WILL	24		

POWER POINTS

ABILITIES	312	**SKILLS**	24
POWERS	724	**DEFENSES**	8
ADVANTAGES	49	**TOTAL**	1127

COMPLICATIONS

Energy Form: Without his armor, Imperiex is discorporeal energy.

Galactic Destroyer: Imperiex believed his purpose was to destroy the universe, due to an 'imperfection', and ignite a new Big Bang, creating a new universe. It turned, however, out that Imperiex itself was the anomaly.

Giant: Imperiex appears as an armored giant with **Growth 20**, but this is an X-level manifestation and has no effect on his abilities.

Imperiex Probes: Imperiex utilizes an army of automated 'Imperiex Probes' as heralds. They have **STR** 18, **STA 18**, **FGT** 8, **INT** 8, **AWE** 12, **PRE** 7, Cosmic Blast 16, Flight 14 (32,000) Movement 4 (Environmental Adaptation — Zero-G, Space Travel 4), Impervious 16.

POWERS AND ABILITIES

Welding the power of the Big Bang itself, Imperiex-Prime could manipulate all forms of energy and could presumably duplicate any power he chose.

Imperiex is a discorporeal energy being that wears invulnerable body armor in order to give him form. If this armor is destroyed, the energy release could potentially ignite a new Big Bang unless contained. If Imperiex' energies are allowed to dissipate, he retains consciousness and may still use his powers at progressively diminishing ranks until his energy is totally dispersed, at which point, he is for all practical purposes, dead

Imperiex sustains his energies with enormous Energy Siphoning machines that drain energy from planets and stars (**Energy Absorption 40**, or **PLX3**). These Energy Siphons will cause massive disruptions in the space-time continuum wherever they are employed and will be detected by any being with mystic or cosmic-level perceptions.

X-Level: The stat-box is for Imperiex as a playable **PL25** entity. If presented as an X-level character, he ranks as a **PLX3** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank **(20x3=60)** on all rolls.

IMPOSSIBLE MAN

Somewhere in a far-off galaxy, there was once a planet called Poppup. Life was so dangerous that the local sentients developed the ability to transform immediately into anything they could imagine. On this ever-changing world, no one had a name, since they always knew who they were.

The **Impossible Man** is one of the shapeshifting Poppupian natives, with body morphing abilities that would make a Skrull turn even greener with envy. Since he was bored one day, he turned himself into a spaceship and came to Earth to check us all out. Here he met the Fantastic Four, and Ben Grimm gave him the name "impossible Man," which has stuck ever since – though friends sometimes cal him, 'Impy'. He caused considerable trouble until the Fantastic four managed to bore him into going home.

Some time later, Galactus was threatening to devour Counter-Earth, the High Evolutionary's greatest creation. Hearing of this impending tragedy, and bored with their own existence, the Poppupians sent Impy to talk Galactus into eating their world instead. After his planet became lunch for the Devourer of Worlds, the Impossible Man returned to Earth and came to terms with the Fantastic Four. Thereafter, he spent quite a lot of time hanging around the Baxter Building and watching television, which he adored.

Lonely for someone of his own kind, the Impossible Man eventually split himself in two, creating a mate – the Impossible Woman. She has the same statistics, skills, powers, and basic personality as her male counterpart, but generally appears more feminine. The two left Earth together and duplicated themselves into a mob of Impossible Kids (raising the possibility that the entire Poppupian race could have just been one being duplicating itself, all along).

The Impossible Man continues to roam the spaceways, vesting Earth often, occasionally dipping into cosmic matters, such as the time he advised the Silver Surfer to lighten up, because he didn't have what it takes to out-grim Thanos. But mostly the Impossible Man lives as a prankster – not causing any real harm but just a royal pain in the ass. (**Str4)**

PERSONALITY

This feisty little alien is fond of saying, "Hey, look at me! I'm the Impossible Man!" Impy likes attention, and he needs entertainment – constantly. He will do just about anything to avoid boredom, and he cries readily and for long-periods when tested or frustrated. On the plus side, he's really rather nice and would never hurt anyone out of malice. He loves movies and TV programs of all sorts. The Impossible Man has helped out the Fantastic Four on more than one occasion, but he is flighty and undependable. The Impossible Woman is nearly indistinguishable from her mate in terms of mannerisms.

REAL NAME: POPPUPIANS HAVE NO NAMES
OCCUPATION: PRANKSTER, HEDONIST, EXPLORER
BASE: MOBILE **AFFILIATION:** NONE
HEIGHT: 5' 4" **WEIGHT:** 165 LBS
EYES: PURPLE **HAIR:** NONE

POWERS AND ABILITIES

The Impossible Man can literally transform himself into anything, along with whatever powers that form possesses – he can mimic the qualities of a starship, or even powerful objects like Thor's Hammer. He can travel in space, and is as malleable and impervious to injury as a living cartoon.

IMPOSSIBLE MAN — PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
-1	8	4	4	4	0	0	0

POWERS

Duplication: Duplication 19 • *38 points*
Hyperlinguistics: Comprehend Languages 2 (speak, understand) • *4 points*
Poppupian Physique: Immunity 90 (Life Support, Toughness Effects, Limited to Half Effect) Impervious Toughness 19 • *128 points*
Power Duplication: Mimic 3 • *24 points*
Regeneration: Regeneration 1 • *1 point*
Shapeshifting: Morph 4 (any shape, Quirk: Limited to Green) • *19 points*

ADVANTAGES

Diehard, Evasion, Taunt

SKILLS

Expertise: Astronavigation 2 (+2)

OFFENSE

INITIATIVE +5

Ranged Affliction	Ranged, (Varies) 10
Unarmed +4	Close Damage -1

DEFENSE

DODGE	7	**FORTITUDE**	12
PARRY	7	**TOUGHNESS**	8
WILL	3		

POWER POINTS

ABILITIES	38	**SKILLS**	1
POWERS	213	**DEFENSES**	13
ADVANTAGES	3	**TOTAL**	268

COMPLICATIONS

Spaceship: The Impossible Man can augment his Power Duplication abilities to 10 ranks with the aid of his Spaceship.2

INDIANA JONES

Dr. Henry "Indiana" Jones, Jr. (born July 1, 1899), also known as Indy, is a professor, archaeologist, and adventurer - the main protagonist of the 1981 adventure film Raiders of the Lost Ark – and best known for his trademark bullwhip, fedora, leather jacket, and fear of snakes.

In his younger days, Henry, Jr. was in the Boy Scouts, and that is where he found a love of archaeology, while trying to recover the Cross of Coronado from a group of prospectors whom he suspected to be grave. Although it was later found that those gentlemen had the land and its caves fair and square, young Indy ran them a merry chase, During which, he developed his fear of snakes and discovered his innate skill with a bull-whip after going face to face with a lion on a circus train. Demonstrating his tenacity, as an adult, Indy would eventually recover the Cross of Coronado from the same man and donate it to a museum as an important historic artifact

Although Indiana had a lot of female acquaintances over the years, the love of his life was always Marion Ravenwood, although their relationship was rocky, and they separated for many years. They were reunited, when Indiana discovered belatedly that he and Marion had a now-grown son - Henry Jones III (a.k.a. 'Mutt' Williams). Reconciling, Indiana and Marion were finally married.

Indiana Jones is most famous for his discoveries of great historical relics like the Lost Arc of the Covenant, and the Holy Grail, as well as the mysterious alien Crystal Skulls.

Exactly how Indy adapted his nickname 'Indiana' is unclear, but during their search for the Holy Grail, Indy's father, Doctor Henry Jones Sr. reveals that "Indiana" was the name of their dog). **(Str9)**

PERSONALITY

Indy is totally dedicated to the study of archaeology, his dry, somewhat dour personality, he exhibits in his college professorial duties belies the swashbuckling adventure-hero he becomes in his archaeological-discovery missions. Indiana is also somewhat hard-boiled, a sign of his times, as well as being an experienced combat veteran of two World Wars. His machismo comes out when he's romancing the ladies.

POWERS AND ABILITIES

Indiana Jones is one of the foremost authorities on archaeological relics, as well as world history, and mythology – perhaps the best in the world, after his father, Henry Jones Sr. Indy is also a remarkable athlete, and hand-to-hand combatant, and he is known for his ability pull off seemingly-impossible physical stunts.

Besides his academic credentials, Indiana also has an extensive military record, serving with distinction, winning multiple medals in both World Wars. He has extensive contacts all over the world, is a master of dozens of languages, and has experience with a wide variety of weapons, including pistols, swords, and most particularly his bullwhip.

Indiana is also capable of operating most vehicles, land, air, or water, and has shown the ability to learn very quickly on the fly.

REAL NAME: DOCTOR HENRY JONES JUNIOR
OCCUPATION: ARCHEOLOGIST, ADVENTURER
BASE: MOBILE **AFFILIATION:** MARSHALL UNIVERSITY
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** BROWN

INDIANA JONES — PL8

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	4	4	7	3	3	3

EQUIPMENT

Bullwhip: Strength-based Damage 2, Improved Grab, Improved Trip, Reach 2 • *6 points*

Pistol: Ranged Damage • *3 points*

ADVANTAGES

All Out Attack, Contacts, Defensive Roll 3, Equipment 3, Improved Initiative, Luck, Languages 4, Power Attack, Ranged Attack (Pistol) 7, Skill Mastery (History), Ultimate Effort (Athletics), Well-Informed

SKILLS

Athletics 7 (+10), Close Combat: Unarmed 3 (+10), Close Combat: Bullwhip 4 (+11), Expertise: Archaeology 8 (+11), Expertise: History 12 (+15), Expertise: Mythology 4 (+7), Expertise: Teaching 3 (+5), Insight 3 (+6), Investigation 4 (+8), Perception 7 (+10), Sleight of Hand 1 (+4), Stealth 3 (+6), Vehicles 6 (+9)

OFFENSE

INITIATIVE +6

Bullwhip +11	Close (Reach 2), Damage 4
Pistol +11	Ranged, Damage 3
Unarmed +10	Close Damage 2

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	6/3*
WILL	7	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	58	**SKILLS**	32
POWERS	0	**DEFENSES**	18
ADVANTAGES	25	**TOTAL**	133

COMPLICATIONS

Obsession: Historical artifacts. Indiana will readily risk his life in pursuit of historical treasures.

Phobia: "Snakes. Why did it have to be snakes?" Indy HATES snakes.

Relationships: Indiana Jones has a long line of lady-friends, but his heart always belonged to Marion Ravenwood, with whom he unknowingly had a son, and who he eventually married. Marcus Brody of Marshall University is a lifelong friend. Indiana also has an extensive list of contacts throughout the world, like Sallah in Egypt and Short Round in Asia. Indy has strained relations with his father, Henry Jones Sr.

MARION RAVENWOOD

While studying at the University of under Professor Abner Ravenwood, Indiana Jones met Ravenwood's' daughter Marion.

Marion was a fiery-spirited young woman, whose tumultuous relationship with Indy caused a rift between Indiana and her father that was never healed until Abner's death. Marion and Indy didn't see each other for years until Indiana approached her for help in his quest for the Lost Arc, re-igniting their romance. Although a falling out separated them once again, unbeknownst to Indy, Marion had his son – who Indian never met until he was grown.

The three were reunited during their search for the alien Crystal Skulls and Indy and Marion were finally married. **(Str6)**

MARION RAVENWOOD — PL5 51 POINTS

Abilities: **Str** 1 **Sta** 1 **Agi** 2 **Dex** 2 **Fgt** 3 **Int** 2 **Awe** 2 **Pre** 2

Advantages: Attractive Well-Informed

Skills: Insight 4 (+6), Expertise: Archaeology 4 (+6), Expertise: History 4 (+6), Perception 4 (+6), Persuasion 5 (+7)

Offense: Unarmed 3, Close Damage 1

Defense: Dodge 5, Parry 4, Fortitude 3, Will 6, Toughness 1

Totals: Abilities 30 + Powers 0 + Advantages 2 + Skills 9 + Defenses +8 = 51

Complications: **Hot-tempered:** Marion has a punch and shoot first mentality that can get her in trouble. **Old Flame:** After all these years, Marion still has a thing for Indiana Jones.

INFINITES

The Infinites were a race of beings who claimed to be superior to any other creatures in existence, in any reality. They believed that by rearranging the flow of energies in other galaxies they would improve the balance of the multiverse, and have dispatched humanoid-sized creatures called Servitors along with the larger than a planet servants called Walkers who would refashion the raw elements of the planets into materials that the infinites used to rearrange and then restructure galaxies.

The Infinites' task led to the annihilation of a planet colonized by the Rigellians. They were confronted by the Asgardian, Thor and his fellow Avengers. Together they opposed the Infinites, and alerted Eternity, embodiment of time, to the danger that these outsiders presented to the universe. The Avengers brought Eternity and the Infinites to the Dimension of Manifestations, and there they convinced the Infinites to abandon their reality; one of the Infinites sacrificed its existence to create a new planet to replace the colony it had destroyed. The interference of the Avengers in the Infinites' schemes upset the Time-Keepers' former master Immortus, who was also instrumental in Lilandra Neramani of the Shi'ar Empire deciding to turn Earth into a penal colony, as she feared the influence humans were having on the galaxy..
(StrBY-1)

PERSONALITY

The Infinites are your typical mysterious, omnipotent entities – barely seen shadowy figures, so they haven't exhibited much personality beyond their presumption that all realities are just simply fodder for their experience and that lesser beings are of little importance. There was one Infinite that sacrificed itself to restore a destroyed planet, so it's possible that they are less malevolent, than simply aloof.

POWERS AND ABILITIES

The Infinites (possibly collectively) wield power seen to dwarf that of Eternity, and can use any of the Powers listed in the Marvel Universe books at Beyond-level 1 ability. The full scope of the Infinites' power is unknown, but for game purposes, assume them to be subject to the jurisdiction of the Living Tribunal.

It is possible that stats for the Infinites individually are substantially lower than their collective; in one instance, an Infinite sacrificed its life to create a single planet. In such a scenario, consider the stats above a 'collective' for the Infinites as a whole.

If this proves to be the case, the individual stats for an Infinite would be capped at 25 ranks, with similar adjustments to powers and skill ranks.

X-Level: The stat-boxes are the Infinites as playable **PL39** entities. At X-level, they are **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

REAL NAME: UNREVEALED
OCCUPATION: UNREVEALED
BASE: MOBILE **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: UNREVEALED **HAIR:** UNREVEALED

INFINITES PLX4/PL39

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
52	52	25	25	25	25	25	25

POWERS

Omnipotence: (Variable Power, Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude Effects), Impervious Toughness 52 • *438 points*
Omnipresence: Teleport 52 • *104 points*
Omniscience: Communication 52, Comprehend 52, Mind Reading 52, Senses 52 (Cosmic Awareness) • *468 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 27 (+52), Insight 27 (+52), Intimidation 27 (+52), Perception 27 (+52)

OFFENSE

INITIATIVE +7

Cosmic Energy +25	Ranged Damage 52
Unarmed +25	Close Damage 52

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	52
WILL	25		

POWER POINTS

ABILITIES	402	**SKILLS**	54
POWERS	1010	**DEFENSES**	0
ADVANTAGES	40	**TOTAL**	1506

COMPLICATIONS

Collective: It is possible that stats for individual Infinites are much less than their collective; an Infinite once sacrificed its life to create a single planet. Cap individual stats at 25

INFINITY WATCH

Shortly after his acquisition of the all-powerful Infinity Gauntlet, Adam Warlock was put on trial by Eternity and the other Great Powers of the universe, and was brought before the Living Tribunal for judgment. The Tribunal ruled Warlock unfit to wield ultimate power and ordered Warlock to separate and disperse the Infinity Gems. Over Eternity's objections, the Tribunal also allowed that Warlock himself decide who the caretakers of the gems would be.

Drawing upon the omniscience provide by the Gauntlet, combined with the interior wiles that allowed him to claim it, Warlock carefully selected five disparate individuals to guard the gems, based upon the specific qualities of each individual compared to the abilities of each specific gem. For himself, Adam chose the Soul Gem, with whom he'd had a life-long association, and knew its workings like no other being in the universe. To safeguard the Time Gem, Warlock chose the warrior-woman, Gamora, raised from childhood by none other than Thanos himself, trained to be his finest assassin and 'the most dangerous woman in the universe; the psychic, Moondragon was given the Mind Gem, whose own mental abilities would compliment those of the gem. The monstrous Drax the Destroyer was assigned the Power Gem backing the Destroyer's already monstrous strength with unlimited might; the degenerate Pip the Troll was provided the Space Gem, allowing the slippery little weasel the power of teleportation – his base nature making him a guardian who could only exploit the most limited potential of the gem – just enough to keep anyone from taking it away from him. The Reality Gem was assigned to a mystery individual, known only to Warlock – a choice that was fiercely contested by Eternity, as that guardian turned out to be Thanos of Titan – the very villain who had assembled the gems into the Infinity Gauntlet in the first place, with Warlock gambling that – besides having the power to properly protect it – the Titan's own intellect, sense of logic and personal knowledge of the workings of the Infinity Gems would circumvent any temptation to abuse the gem's power without the other gems to control it. Warlock also no doubt considered the value of Thanos' skills and abilities bound to the group as a reluctant ally.

The **Infinity Watch** staved off a number of universal threats, including both the good and evil aspects of Warlock himself – beings that manifested the Magus and the Goddess when Warlock unconsciously expelled them from his spirit. The gems were eventually stolen by the extra-dimensional space-vampire, Rune, and were lost for a time with the Ultraverse. Eventually, it was revealed that there was yet another gem that no one knew about – the elusive Ego gem – the only gem that retained the consciousness of Infiniti, the original Infinity Being, and when it was added to the rest, Infiniti was briefly resurrected, merging with the Celestial Madonna known as Mantis. Unfortunately, This composite being's existence was flawed, as the individual gems had gained sentience of their own, corrupting the personality of Infiniti into the destructive Nemesis. The conflict created by the sentience within the other gems ultimately led to Nemesis' defeat and the destruction of the Ego Gem.

The Infinity Watch eventually disbanded, with most of its members giving up their gems, which are currently in the custodial possession of the secret Earth-based group of heroes calling themselves the Illuminati – a group composed of Tony Stark, Reed Richards, Professor X, Dr. Strange, and the Black Bolt.

BASE: MONSTER ISLAND
FOUNDING MEMBERS: ADAM WARLOCK, DRAX THE DESTROYER, GAMORA, MOONDRAGON, PIP THE TROLL, THANOS
HEADQUARTERS: MOLE MAN'S MONSTER ISLAND CASTLE
VEHICLES: NONE

ADAM WARLOCK PL13 344 POINTS

Abil: Str 10 **Sta** 10 **Agi** 9 **Dex** 9 **Fgt** 10 **Int** 6 **Awe** 4 **Pre** 6

Powers: Ability Enhancement: Enhanced Strength 5, Unreliable (5 uses) Linked to Enhanced Fortitude 2, Unreliable (5 uses); **Body Armor:** Protection 3; **Flight:** Flight 9; **Space Flight:** Flight 13, Limited to Space Linked to Movement 2 (space travel 2), Alternate Effect of Flight; **Force Bolts**: Ranged Damage 13; **Life Support:** Immunity 4 (cold, radiation, suffocation effects, vacuum); Protective Cocoon: Create 9, Impervious, Close, Linked to Healing 14, Limited to Self; **Soul Gem:** Indestructible, Enhanced Ability 55 (All Mental Powers, Limited to the following powers unless backed by the Power Gem, **AE: Soul Absorption:** Ranged Affliction 19 (Resisted by Fortitude; Dazed, Stunned, Incapacitated), Continuous, Linked to Ranged **Mind Reading 19**, Cumulative, Continuous; Comprehend 2 (speak, understand); **Devolution**: Nullify Evolutionary Effects 13, Simultaneous;, **AE: Kinetic Bolt:** Ranged Damage 9, **AE: Dimensional Transfer**: Movement 1 (Dimension Travel 1 – Soul-Gem Dimension)

Equipment: Karmic Staff: Strength-based Damage 2, Force Bolt**:** Ranged Damage 15, Easily Removable (-17 points)

Advantages: Agile Feint, Assessment, Equipment 3, Evasion, Extraordinary Effort, Inspire, Leadership, Teamwork

Skills: Athletics 6 (+16), Close Combat: Unarmed 3 (+13), Expertise: Theology & Philosophy 8 (+14), Expertise: Arcane Lore 10 (+16), Persuasion 7 (+13), Ranged Combat: **Force Bolt** 2 (+11)

Offense: Initiative +9, Force Bolt +11, Ranged +13, Karmic Staff +10, Close Damage 12, Karmic Staff +11, Ranged, Damage +13, Unarmed +13, Close, Damage 10

Defense: Dodge 12, Parry 12, Fortitude 12, Will 14, Toughness 13

Totals: Abilities 128 + Powers 173 + Advantages 7 + Skills 18 + Defenses 19 = 344

Complications: Relationships: Adam tends to have contacts rather than relationships, and these include the Infinity Watch, the Avengers, the Silver Surfer, Thanos, and has Eternity on cosmic speed dial; **Responsibility:** Warlock is the guardian of reality.

ADAM WARLOCK

Adam Warlock was the creation of a group of four Earth scientists called the Enclave - the prototype for a perfect human, to be used as the Enclave's perfect soldier. 'Him' – as he was then known – rejected the Enclave fleeing into space, where he met the High Evolutionary. The Evolutionary gave Him the Soul Gem, and renamed him 'Adam Warlock'. Warlock lived for a time on the Evolutionary's 'Counter-Earth', before finally leaving the artificial planet to wander the universe – battling the forces of evil wherever he went.

While traveling through the Hercules star cluster, Warlock first encountered the Universal Church of Truth – a rapidly spreading religious empire. Warlock discovered that the Church's leader, the Magus, was really himself from an alternate future. The two thus set upon a war to cancel out each other's existence – as the Magus sought to ensure his eventual creation, Warlock teamed with Thanos to prevent the Magus from becoming. Warlock eventually absorbed the Magus into the Soul Gem, and prevented his creation.

The victory was short-lived, however, as his 'ally', Thanos, proceeded with his own plan to gather together the six 'Soul Gems' (Infinity Gems), and sacrifice the stars to Mistress Death. Warlock was killed in the conflict, nearly allowing Thanos' victory. Warlock's spirit, however, was taken into the Soul Gem, and he was briefly resurrected in a powerful energy form, transforming Thanos into stone, saving the universe once again, albeit at the cost of his life.

Warlock's spirit existed within the Soul Gem for many years – along with Thanos' ward, the woman-assassin, Gamora, as well as his old friend Pip the Troll. His peace was not to last, however, as Mistress Death resurrected Thanos as a thrall. Chaffing in that role, Thanos instead plotted for the godlike power of the Infinity Gauntlet, making him master of all creation.

Adam was alerted to this crisis when Thanos drew the spirits of Drax and the Silver Surfer into the Soul Gem. Helping them escape, Warlock then resurrected himself, as well as Gamora and Pip, in order to lead a universal resistance against Thanos' omnipotence, successfully wresting the Infinity Gauntlet from the Titan's hands, taking the power for his own.

Warlock's stint as God was short, however, as Eternity and the other universal powers, promptly brought him before the judgment of the Living Tribunal. Adam was ordered stripped of Godhood, and to disperse the gems. Submitting to judgment, rather than challenging the Tribunal – a conflict that could totally destroy reality – Warlock agreed to relinquish the Gauntlet and divide up the gems, subsequently organizing the Infinity Watch. **(Str40/50)**

MAGUS	PL13 344 POINTS
Abil: Str 10 **Sta** 10 **Agi** 9 **Dex** 9 **Fgt** 10 **Int** 7 **Awe** 5 **Pre** 7	
Powers: Ability Enhancement: Enhanced Strength 5, Unreliable (5 uses) Linked to Enhanced Fortitude 2, Unreliable (5 uses); **Body Armor:** Protection 3; **Flight:** Flight 9; **Space Flight:** Flight 13, Limited to Space Linked to Movement 2 (space travel 2), Alternate Effect of Flight; **Force Bolts**: Ranged Damage 13; **Life Support:** Immunity 4 (cold, radiation, suffocation effects, vacuum); Protective Cocoon: Create 9, Impervious, Close, Linked to Healing 14, Limited to Self	
Advantages: Agile Feint, Assessment, Evasion, Extraordinary Effort, Inspire, Leadership, Teamwork	
Skills: Athletics 6 (+16), Close Combat: Unarmed 3 (+13), Expertise: Theology & Philosophy 10 (+17), Expertise: Arcane Lore 12 (+19), Persuasion 7 (+14), Ranged Combat: **Force Bolt** 2 (+11)	
Offense: Initiative +9, Force Bolt +11, Ranged +13, Unarmed +13, Close, Damage 10	
Defense: Dodge 12, Parry 12, Fortitude 12, Will 14, Toughness 13	
Totals: Abilities 128 + Powers 173 + Advantages 7 + Skills 18 + Defenses 19 = 344	

MAGUS

He was meant to be a superhuman champion for life itself —a counterpart to Thanos, champion of Death. At least, that's what the cosmic beings Lord Chaos and Master Order hoped to do by taking an alternate version of Adam Warlock created by a time paradox and "educating" him in their ways. However, they had taken him 5,000 years into the past on the planet Sirus X, bombarding him with their philosophies and their "dark secrets." The process drove him insane.

When he broke free, the Magus, as he now called himself, conquered the planet he found himself on, becoming a god to the inhabitants as he proceeded in establishing the Universal Church of Truth. Over the next 5,000 years, the Magus expanded the Church via holy war into a tyrannical intergalactic empire spanning a thousand worlds. Having caught up with his past self, the Magus confronted Adam Warlock. This confrontation sparked the time paradox that allowed the Magus to be taken by Chaos and Order – this time, Thanos intervened, protecting Warlock and sending him into a realm where his kismet trail was a literal path he could follow. Warlock terminated the path that led to the Magus' creation, seemingly wiping the Magus from existence

Unfortunately, when Adam Warlock gained the virtually omnipotent Infinity Gauntlet - hoping to wield its power wisely - he subconsciously purged himself of both good and evil. Unknown to him, however, his evil self took form as the Magus.

The Magus, made his base far along a dimensional corridor, utilizing several alternate dimensional "Cosmic Cube" as part of a larger plan to gain the Infinity Gauntlet. The Living Tribunal had ruled the Infinity Gauntlet too dangerously powerful for any single being to wield and had rendered its Infinity Gems unable to be used in unison, and the Magus' plan involved manipulating Galactus and Eternity, to petition the Living Tribunal to allow the Gauntlet to function again, abducting Warlock and the non-functional Infinity Gauntlet just prior to the Tribunal's decision. Victory seemed certain for the Magus, but then Thanos appeared, resisting the Magus' power long enough for Warlock to be freed and to grapple with the Magus for control over the Gauntlet. As they struggled, Warlock revealed that he had given the Magus a false component of the Gauntlet, the Reality Gem (with Thanos secretly holding the true version). Lacking the Gauntlet's full power, the Magus was defeated by Eternity, and his spirit sent into Warlock's Soul Gem. In Soul World, as a fragment of a spirit, the Magus could not even interact with, or be detected by, any of the other spirits there **(Str40/50)**

GODDESS PL13 344 POINTS

Abil: Str 10 **Sta** 10 **Agi** 9 **Dex** 9 **Fgt** 10 **Int** 7 **Awe** 5 **Pre** 7

Powers: Ability Enhancement: Enhanced Strength 5, Unreliable (5 uses) Linked to Enhanced Fortitude 2, Unreliable (5 uses); **Body Armor:** Protection 3; **Flight:** Flight 9; **Space Flight:** Flight 13, Limited to Space Linked to Movement 2 (space travel 2), Alternate Effect of Flight; **Force Bolts**: Ranged Damage 13; **Life Support:** Immunity 4 (cold, radiation, suffocation effects, vacuum); Protective Cocoon: Create 9, Impervious, Close, Linked to Healing 14, Limited to Self

Advantages: Agile Feint, Assessment, Evasion, Extraordinary Effort, Inspire, Leadership, Teamwork

Skills: Athletics 6 (+16), Close Combat: Unarmed 3 (+13), Expertise: Theology & Philosophy 10 (+17), Expertise: Arcane Lore 12 (+19), Persuasion 7 (+14), Ranged Combat: **Force Bolt** 2 (+11)

Offense: Initiative +9, Force Bolt +11, Ranged +13, Unarmed +13, Close, Damage 10

Defense: Dodge 12, Parry 12, Fortitude 12, Will 14, Toughness 13

Totals: Abilities 128 + Powers 173 + Advantages 7 + Skills 18 + Defenses 19 = 344

GODDESS

Rendered virtually omniscient by the Infinity Gauntlet, Adam Warlock dispelled all good and evil from his spirit in order to operate solely on logic. His evil-side took the form of his internal foe the Magus, while his good side became the **Goddess**, incorporating his feminine side. Gathering 30 Cosmic Cubes, and forging them into the immensely powerful Cosmic Egg, the Goddess plotted to achieve universal rapture - the extinction of all life. The Cosmic Egg had self-imposed limitations preventing it from acting on this scale, but the collective souls of the universe's sentient beings could override this barrier.

The Goddess blanketed Earth with her will, communicating directly with religious super-heroes, those with strong morals, individuals having after-death experiences, and enlisted them to her cause of universal rapture, though she concealed her ultimate goal of universal extinction. She transported her followers to Paradise Omega, a planet she created opposite Earth. As her influence spread, the Fantastic Four's Reed Richards sensed the energies and gathered the remainder of the Earth's heroes to oppose the dissolution of free will.

Adam Warlock learned of the Goddess' intent from the cosmic entities Eternity and Infinity. He passed this knowledge along with his Soul Gem onto Thanos,before sending his own soul to the dimension known as Soul World inside of the Gem.

Thanos joined the Earth's forces against the Goddess', but failed to prevent her influence from spreading across the universe. Meanwhile, Warlock's transferred his soul into the Goddess herself, journeying to the inner core of her psyche. As the Goddess bypassed the Cosmic Egg's limits, Warlock used his influence within the Goddess to access the Egg himself to cause an illusion of her universal rapture seconds before it would really happen. The suns of the universe seemingly went nova and all life perished, but when the illusion faded, the Goddess' goals were made apparent. Her followers lost their faith, fracturing the universal will, and preventing her from using the Egg's full power.

The Goddess battled Warlock's spirit, joined by Thanos, with the help of Charles Xavier's telepathy. After a prolonged struggle, Warlock usurped control of the Cosmic Egg from the Goddess, and she was cast into the Soul Gem. Thanos then destroyed the Egg after using it to obliterate Paradise Omega. **(Str40/50)**

Trapped in the Soul Gem as only a fragment of a spirit, the Goddess could not even communicate with its other souls, except for the similarly fragmentary Magus. Seeing him as the ultimate enemy, she attacked him, only to find ultimate frustration as they could not even touch each other. Over time, The Magus apparently escaped the Soul World. It is unclear at this point, if the Goddess has escaped as well. **(Str40/50)**

DRAX THE DESTROYER PL15 218 POINTS

Abilities: Str 19 **Sta** 19 **Agi** 0 **Dex** 0 **Fgt** 7 Int -1 **Awe** 2 **Pre** 0

Powers: Flight: Flight 15 (64,000 MPH); **Energy Blast:** Ranged Damage 15; **Invulnerability:** Impervious Toughness 15; Immunity 10 (Life Support); **Thanos' Nemesis:** Enhanced Strength 1, plus Enhanced Strength 3, Limited to Lifting (Lifting Str23; 200,000 tons), Enhanced Energy Blast 4, Limited to when in the presence of Thanos (Ranged Damage 19), Senses 20 (Acute, Ranged, and Tracking Detect), Limited to Thanos

Guardian of the Power Gem: Indestructible, Enhanced Ability 55 (All powers/abilities, Limited to wielder's PREx2 unless aware of gem's ability; FGT, AGI, DEX, INT, AWE, PRE, limited to 25)

Advantages: All-out Attack, Benefit (Member of the Infinity Watch), Extraordinary Effort, Fearless, Improved Hold, Power Attack, Ultimate Effort (Toughness)

Skills: Close Combat: Unarmed 3 (+10), Intimidation 20 (+20), Perception 10 (+10), Ranged Combat: Energy Blast 9 (+9)

Offense: Initiative +4, Energy Blast +9, Ranged, Damage 15-19, Unarmed +10, Close, Damage 19-20

Defense: Dodge 8, Parry 8, Fortitude 20, Will 2, Toughness 19

Totals: Abilities 108 + Powers 73 + Advantages 7 + Skills 21 + Defenses 9 = 218

Complications: Relationships: Drax is a member of the Infinity Watch, and thus has contacts with Adam Warlock, Gamora, Pip the Troll, and with his semi-estranged daughter Moondragon. **Obsession:** Drax was created to kill Thanos and thinks of little else; **Responsibility:** Guardian of the Power Gem.

DRAX THE DESTROYER

Real estate agent Arthur Douglas, his wife Yvette, and his daughter, Heather, were driving across the Mojave Desert from Las Vega to Los Angeles when a spaceship carrying the mad Titan, Thanos, passed overhead on a surveillance mission of Earth. Wishing to keep his existence secret, Thanos destroyed the car in case its passengers had seen his craft. Satisfied that hey were dead, Thanos departed, but unbeknownst to him, Thanos father, Mentor, had been monitoring his son's activities

on Earth.

Mentor discovered that Heather Douglas was still alive, and he took her back to Titan to be raised, training her in her latent mental abilities. She eventually returned to Earth as Moondragon. Mentor sadly determined that the threat of Thanos could no longer be ignored. He enlisted the aid of the Titan god, Chronos, to seize the astral form of Arthur Douglas before it had completely left his body. Chronos (or Kronos), then fashioned a superhuman body from the Earth and placed Douglas' spirit into it, thus **Drax the Destroyer** was born.

Mentor blocked all memories of Drax' old life, instilling in him a monomaniacal hatred of Thanos. For years Drax served as Thanos' nemesis, thwarting many of Thanos' plans, but never able to stop Thanos himself. Thanos hired legions of alien mercenaries just to keep Drax away from him. Finally, in Thanos' campaign to possess the Cosmic Cube, Drax sawAdam Warlock turn Thanos into stone, leaving the Destroyer without purpose.

During this period, Drax was contacted by his daughter, Moondragon, and was invited to join her in her journey through space in search of knowledge. The two came to the world of Ba-Baris – a world of humanoids caught in the middle of a civil war. Moondragon used her mental powers to stop the war, and set herself up as the planet's goddess. Drax recognized that her ambitions were ignoble and contacted the Avengers. During the conflict, Drax attacked Moondragon, and she was 'forced' to kill him with a mental bolt.

The Destroyer remained dead until Thanos was resurrected by Death, whereupon Chronos revived Drax in response to Thanos' menace, only now, after suffering brain death, the Destroyer was a simple minded brute – similar to the savage Hulk – but nevertheless set after Thanos with renewed vigor.

After the Infinity Gauntlet affair, Drax was given the Power Gem, which he could draw upon unconsciously to become the most physically powerful mortal creature in the universe, and became a member of the Infinity Watch. During his tenure as a regular member of the Watch, Drax' maniacal hatred of Thanos was dimmed to a degree by Adam Warlock while Warlock was in the possession of the Infinity Gauntlet, so as to facilitate the necessity of Drax occasionally working in the company of Thanos, as part of the Infinity Watch as the Titan was likewise assigned to safeguard the Reality Gem.

Drax' intelligence eventually returned (as well as his hatred of Thanos), and another brush with death metamorphosized him into a smaller, less powerful, but more intelligent incarnation (Str 15, Sta 12, Int 2, no Flight/Energy Blast), that actually managed to finally kill Thanos during the Annihilation Crisis, although Thanos has since again been resurrected.

Presumably, as long as Thanos of Titan is among the living, there will be Drax the Destroyer there as well, pledged to terminate his existence. **(Str100/150/500)**

GAMORA PL11 288/296 POINTS

Abilities: Str 4/8 **Sta** 6 **Agi** 9 **Dex** 5 **Fgt** 11 **Int** 1 **Awe** 2 **Pre** 6

Guardian of the Time Gem: Time Gem: Indestructible, Variable Power 55 (Limited to manipulating the time stream, Limited to wielder's PREx2 unless backed by the Power Gem

Advantages: Agile Feint, Attractive, Defensive Attack, Defensive Roll 2, Evasion, Improved Critical (Unarmed), Improved Defense, Improved Initiative, Instant Up, Move-by Action, Power Attack, Precise Attack (Close), Seize Initiative, Takedown, Uncanny Dodge

Skills: Acrobatics 8 (+17), Athletics 8 (+10), Close Combat (Bladed Weapons) 2 (+14), Close Combat: Unarmed 2 (+13), Expertise (Assassin) 12 (+14), Expertise (Streetwise) 6 (+8), Perception 8 (+12), Sleight of Hand 5 (+10), Stealth 8 (+13), Vehicles 2 (+11)

Offense: Initiative +10, Bladed Weapons +14, Close, Damage 7/9, Unarmed +13, Close, Damage 4/8

Defense: Dodge 13, Parry 13, Fort 9, Will 5, Toughness 6

Totals: Abilities 88/96 + Powers 137 + Advantages 17 + Skills 31 + Defenses +15 = 288/296

Complications: Regenerated Body: After her resurrection from Soul World, Gamora's strength was augmented to the second set of stats above. **NOTE:** During the Annihilation Wave Crisis, Garmora's STR and STA were raised by unknown means to 12 – although this doesn't seem to have lasted. **Relationships:** Gamora has a father figure in Thanos, a not-quite love interest in Adam Warlock, during her time with the Infinity Watch, and she has dallied with Nova recently; **Responsibility:** Guardian of the Time Gem; **Thanos' Ward:** Gamora was raised by Thanos, and has all those issues.

GAMORA

Gamora was the sole survivor of the alien humanoid race called the Zen Whoberis, a peace loving people who refused to convert to the militaristic doctrines of the Universal Church of Truth, a zealous religious order seeking to establish a galaxy wide empire. Agents of the Church called the Grand Inquisitors herded the entire population of the planet into a valley and exterminated them for their resistance. The mad Titan, Thanos rescued the infant Gamora and brought her through time to a period at least two decades prior to her people's deaths. Aboard his space station sanctuary, Thanos raised Gamora and used advanced technology to endow her with advanced humanoid abilities. Thanos also subtly altered her perceptions so she would not recognize the evil of her deeds.

Thanos planned to send Gamora to assassinate his enemy, the Magus, leader of the Church of Universal Truth – a warped version of Adam Warlock from an alternate future. She practiced for this assignment by killing the Church's Grand inquisitors.

Thanos hoped that the presence of a non-contemporary element such as Gamora inserted into the Magus's timestream would disrupt his opponent's plans and lead

to a divergence of the events that created the Magus from the mainstream timeline. Unfortunately, Gamora's presence was detected by the Magus, and she was prevented from ever getting close enough to assassinate him. She did, however, aid Warlock in his final battle against the Magus.
When the Magus was defeated, Gamora returned to her master Thanos and soon learned of his plane to destroy the universe as a sacrifice to Mistress Death. Horrified, she tried to slay Thanos with a dagger, but Thanos slew her instead. Adam Warlock found her with the slightest spark of life remaining in her body and used his Soul Gem to absorb her spirit consciousness. Gamora's spirit form resided in the verdant pocket dimension of the gem, remained in the Soul Gem until the Infinity Gauntlet crisis, when she, along with Pip the Troll were resurrected by Adam Warlock. When the Infinity Gems were split up, Warlock awarded Gamora the Time Gem and made her a member of the Infinity Watch, although she ended up leaving the group as she realized the role made her a pawn to larger cosmic forces, and thus not her own master. She joined the resistance against the Annihilation Wave, and has worked as a mercenary in the more dangerous quarters of space. Gamora is also one of the few beings in the universe on relatively good terms with Thanos of Titan – a nearly involuntary (on both parts) effect of the adopted father/daughter relationship. **(Str12/30)**

MOONDRAGON

Heather Douglas is the only child of real estate agent, Arthur Douglas and his wife, Yvette. When Heather was three years old, she and her parents were driving across the Mojave Desert from Las Vegas to Los Angeles when the spaceship of the mad Titan, Thanos, passed on a reconnaissance mission overhead. Wishing to keep his presence secret, Thanos destroyed the car, killing everyone on board except Heather (Arthur Douglas was later resurrected as Drax the Destroyer). Thanos' father, Mentor, had been monitoring his son's activities on Earth, and he found Heather still alive, taking the child back to Titan to be raised. She was placed in the custody of the Shao-Lom monks of titan, who taught her complete control of her body and mind, as well as mastery of her latent psionic potential. She became an accomplished athlete, martial artist, and geneticist.
Eventually she made contact with the malevolent Dragon of the Moon, a cosmic entity that claimed to have destroyed dozens of civilizations, including the Eternals of Uranus. The Dragon tried to take control of Heather's mind, but with the help of the psionic barriers protecting Titan, he drove it out. Yet, the Dragon saw Heather as its best pawn and it continued to influence her - when her studies were done, she named herself, "**Moondragon**."
Feeling confined on Titan and contemptuous of its people, Moondragon escaped to Earth. Under the name, Madame MacEvil, she bred several superhumans for use in the war against Thanos. After Thanos was vanquished, Moondragon became involved with the Avenger, aiding them in their battle against Korvac.
Moondragon later traveled to the planet Ba-Baris, and used her mental powers to stop their civil war, causing them to worship her as a goddess, and the Avengers traveled to Ba-Baris to stop her. In the battle, she killed her father, Drax the Destroyer. The Asgardian Thor, turned Moondragon over to Odin for punishment, who forced her to wear a headband that greatly reduced her mental powers, and he put her in the custody of the Valkyrie, a member of the Defenders. She served well with the Defenders, until she learned she was dying. Once again tempted by the Dragon of the Moon, who promised to save her, she gave in, gaining vast powers of evil and battling the Defenders, resulting in the apparent destruction of the Dragon of the Moon, as well as the Defenders, and Moondragon herself. But she survived, now free of the Dragon's influence. She was called to join the Infinity Watch after the Infinity Gauntlet crisis, and given the Mind Gem by Adam Warlock.
(Str7)

MOONDRAGON PL12 232/258 POINTS

A: Str 2 **Sta** 3 **Agi** 5 **Dex** 5 **Fgt** 6 **Int** 1/4 **Awe** 2/8 **Pre** 10/14

Powers: Telepathy: Area Mental Communication 4, Selective; **Mind Control:** Mind Control 14; **Mind Blast:** Mental Blast 9; **Telekinesis:** Perception Ranged Move Object 8, Damaging 4, Subtle

Guardian of the Mind Gem: Mind Gem: Indestructible, Enhanced Ability 55 All Mental Powers (Limited to wielder's PREx2 unless backed by the Power Gem

Advantages: Assessment, Improved Initiative

Skills: Close Combat: Unarmed 3 (+9), Expertise: Biochemistry 10 (+1/14), Expertise: Genetics 10 (+1/14), Insight 2 (+4/10), Perception 10 (+20/24)

Offense: Initiative +7, Mental Blast, Perception Ranged, Damage 9 (Resisted by Will), Mind Control, Perception Ranged 14, Telekinesis, Perception Ranged, Move Object 8, Telekinesis, Perception Ranged, Damage 4, Unarmed +9, Close, Damage 2

Defense: Dodge 6, Parry 6, Fortitude 4, Will 11, Toughness 3

Totals: Abilities 68/94 + Powers 133 + Advantages 2 + Skills 18 + Defenses +11 = 232/258

Complications: Arrogant: Moondragon is a smug, arrogant, self-centered person who will gladly step on anyone in the pursuit of her goals. She feels comfortable acting as either heroine or villainess. She has no friends, only allies of the moment. She develops fixations so intense that, if her efforts are stymie she will fly into a rage. She is a sore loser.

PIP THE TROLL

Pip Gofern was born 260th in line for the throne of Laxidazia, a planet in the Dolenz system. A member of the idle rich, Pip his days in luxury, painting landscapes to ease the boredom. One night, while looking for a good spot to paint. Pip came across an encampment of trolls, a degenerate sub species of the Laxidazian race Taking an immediate liking to these people, Pip engaged in food, drink, and dance with them, imbibing vast quantities of their special ale. When Pip awoke the next morning, he discovered that not only did he have the worst hangover of his life, he had been mutated by the ale into a troll. Eventually, he returned to the court and tried to hide his condition, but his lewd behavior could not be stifled.

Embarrassed by such behavior from someone with a rank as esteemed as 260th in line for the thrown, the Laxidazians, Stripped him of rank and exiled from the court Pip stowed away aboard a merchant starship and began a life of wandering and debauchery. Eventually, missionaries from the Universal Church of Truth came to Laxidazia and began to convert the natives to the new faith. The agents of the Church found the tribes of trolls and soon learned that they were resilient to any conversion process.

The Church ordered them exterminated and spread throughout the Empire that all trolls were to be executed. In the meantime, Pip had gotten himself into trouble on scores of planets most of which were under the Church's jurisdiction. Eventually taken captive by agents of the Church. Pip was sent aboard the Death Ship a space vessel containing those bound for execution by the Church. Aboard the ship, Pip met Adam Warlock. Seeing Adam as a means to escape the ship as well as a means to find adventure. Pip became Warlock's companion in his efforts to thwart his alternate self, the Magus. When the threat of the Magnus was quelled, Pip and Warlock went drinking together on the planet Sirus T-Sjand, and then parted company. Pip engaged in a number of misadventures on his own, and then decided to renew his friendship with Warlock, Locating the ship of Warlock's former ally Thanos, Pip entered to see if his friend was still aboard. Warlock was not, but Thanos responded to the intrusion by using his power to destroy Pip's brain. Warlock eventually found Pip and used a fraction of his power to absorb Pip's spirit into his Soul Gem.

Later, during the Infinity Gauntlet crisis, Pip's spirit was released and he was restored to life, and Adam Warlock, made Pip the guardian of the Space Gem – an effective choice as Pip's ability to use the Gem was only just enough to keep anyone from taking it away from him – primarily teleportation. For some unknown reason, even after eventually losing the Space Gem, Pip retained the ability to teleport. **(Str5/20)**

PIP THE TROLL — PL4 250 POINTS

Abil: Str 0/6 **Sta** 0/6 **Agi** 3 **Dex** 2 **Fgt** 2 **Int** 0 **Awe** 0 **Pre** 0

Guardian of the Space Gem: Space Gem:: Indestructible, Enhanced Ability 55 (All Movement Powers, Limited to wielder's PREx2 unless backed by the Power Gem

Advantages: None

Skills: None

Offense: Initiative +3, Unarmed 2, Close Damage 0/6

Defense: Dodge 6, Parry 6, Fortitude 0/6, Will 2, Toughness 0/6

Totals: Abilities 68 + Powers 145 + Advantages 8 + Skills 21 + Defenses +8 = 250

Complications: Degenerate: Pip is rude, lewd, and lecherous. He is an ideal companion if you enjoy frequenting galactic taverns and don't mind bailing him out of trouble all the time. **Regenerated Body:** After his resurrection from Soul World, Pip's strength was augmented to the second set of stats above

THANOS

Adam Warlock kept the final member of the Infinity Watch a secret from the rest, for the guardian of the Reality Gem was none other than **Thanos**, himself. Even the manifestation of the universe, Eternity, balked at the Warlock's choice, as control of the Reality Gem would allow Thanos to share Warlock's ability to operate outside the boundaries of destiny – and outside of Eternity's influence and control.

But Warlock – while possessed of the omniscience of the Infinity Gauntlet – understood Thanos would realize the fallacy of attempting to utilize the Reality Gem without the others to control it – and was quite capable of guarding it – essentially binding Thanos by his own sense of logic.

Thanos operated surreptitiously as a member of the Watch for the full tenure of the group, not being revealed as the holder of the Reality Gem until the Goddess' Infinity Crusade crisis, presenting himself to the other members as simply allying himself with Adam Warlock himself for convenience. Despite having killed several members of the group on more than one occasion, Thanos appreciated their disparate abilities, especially backed by the gathered Infinity Gems, and most particularly with Warlock's sly canny mind at the helm.

Even after the dissolution of the Infinity Watch, Thanos has sometimes worked with several former members of the group, whose abilities he found useful, such as the lethal battle skills of his former ward, Gamora, the teleportation powers of Pip the Troll, and, of course, the wily, strategic mind of Adam Warlock. (See primary entry for: **Thanos**)

FRIENDS AND ASSOCIATES

MAXAM — PL13 164 POINTS

Abilities: Str 18 **Sta** 15 **Agi** 3 **Dex** 3 **Fgt** 7 **Int** 2 **Awe** 0 **Pre** 0

Powers: Maxed Out**:** Enhanced Stamina 12, Immunity 22 (Cold and Heat Damage, Fatigue, Mental Effects, Pressure;); Impervious Toughness 15; Enhanced Strength 16, plus Enhanced Strength 4, Limited to Lifting (Lifting Str22; 100,000 tons) (all powers limited to superhuman form only)

Advantages: All-out Attack, Diehard, Improved Hold, Power Attack

Skills: Close Combat: Unarmed 1 (+9), Expertise (Science) 4 (+5), Expertise (Technology) 4 (+5), Intimidation 4 (+4), Perception 4 (+4), Ranged Combat: Throwing 5 (+8)

Offense: Initiative +3, Throw +8, Ranged, Damage 18, Unarmed +8, Close Damage 18

Defense: Dodge 8, Parry 8, Fortitude 15, Will 6, Toughness 15

Totals: Abilities 40 + Powers 97 + Advantages 4 + Skills 11 + Defenses +12 = 164

Maxam first appeared in a vision of Gamora, wielder of the Infinity Gem of time, wherein Maxam murdered Adam Warlock. He later appeared on the island of the Infinity Watch with no memory of his past.

Eventually it was revealed that Maxam was from an alternate future earth where the majority of humanity had been wiped out by the Universal Church of Truth, ruled by the future evil self of Adam Warlock known as the Magus. Maxam was sent back in time to destroy Adam before he could become the Magus.

Maxam and his friend Zhang were raised by a Badoon named Master Ecclaw. To aid in Maxam's mission Ecclaw saw to it that Maxam's mind was heavily fortified to protect against telepaths who might uncover his true purpose for being in the past.

Maxam could summon additional body mass increasing his strength and durability apparently to levels that matched Drax The Destroyer and Hercules, and allowing him to, through, break free of the Invisible Woman's force-field. He was completely invulnerable to psionic attacks. He was also a highly capable fighter, who was able to momentarily block Gamora's attacks, which is not an easy task by any measure

Maxam eventually regained his memories when he briefly wielded the Infinity Gem of Time, attacking and seemingly killing Adam Warlock, although this was actually an illusion created by Warlock's partner, Moondragon. Believing he had completed his mission Maxam teleported back to his own time. **(Str95)**

MOLE-MAN

The **Mole Man** was originally a surface dwelling human, like the rest of us, but because of his short stature and homely appearance, the sensitive young man suffered greatly from the taunts of others. Finally, he fled human society in hopes of finding a semi-mythical underground kingdom. After considerable searching, he discovered the mysterious Monster Isle in the Bermuda Triangle and, from there, an entrance into the underground realm of Subterranea. When he first arrived, an avalanche nearly blinded him, but he has learned to compensate with his other senses.

Since coming to Monster Isle and discovering the underground world, the Mole Man has managed with sheer force of will to become ruler of a vast subterranean kingdom. The Moloids – small, pale humanoid beings who live underground – are fanatically loyal to him, and he has thousands upon thousands of them at his beck and call. Mole Man has also managed to tame some of the horrifying giant creatures that inhabit Monster Isle, giving him access to a cadre of nearly unstoppable beasts. He has often used these creatures to attack the surface world.

Although the Mole Man hates the world above, he has come to realize that if he leaves those who dwell there alone, they will leave him alone. Feeling overlooked in recent years, and hoping to win more allies, he offered Monster Island as sanctuary to the misfit heroes of the short-lived Infinity Watch, but an immense tidal wave caused him to withdraw from Monster Isle severing his ties with the Watch

IRON MAN

Tony Stark demonstrated a talent for invention and mechanics at a very young age. When he inherited his father's company, he turned it into a multimillion-dollar industrial complex specializing in weapons contracts with the Pentagon. On a trip to the Far East to inspect an overseas weapons factory, Tony was mortally injured by shrapnel which lodged near his heart. The Communists captured him and ordered him to create weapons, but with the help of physicist, Ho Yinsen, Tony instead built an iron suit that saved his life and freed him from captivity.

Tasting adventure, Tony invented the fiction that **Iron Man** was Tony Stark's bodyguard, and thus likely to show up whenever his 'boss' was endangered – although this spin on the secret identity was eventually exposed and Stark is now publicly known as Iron Man. He also helped found the Avengers.

The Iron Man armor has changed and improved constantly over the years (the listed stats are for some of the more permanent armor features). Tony has battled several personal problems, including crippling alcohol addiction, but now again seems at the peak of his physical and mental health. **(Str50)**

REAL NAME: ANTHONY STARK
OCCUPATION: INDUSTRIALIST, INVENTOR
BASE: LONG ISLAND
AFFILIATION: AVENGERS
HEIGHT: 6' 1", 6' 6"
WEIGHT: 225, 425 LBS
EYES: BLUE
HAIR: BLACK

PERSONALITY

Tony Stark is a businessman. He knows how to make bold, decisive moves when necessary, and he isn't afraid to step on toes to get what he's after. At the same time, he gives lavishly to charity and always helps unfortunate people he encounters, either with employment or with the assistance of his 'bodyguard'.

As Iron Man, Tony takes on an even harder edge – he is forcefully protective of Stark personnel and property. His teammates gave him the descriptive nickname, 'Shell-head'.

POWERS AND ABILITIES

The Iron Man armor has dozens of incarnations, mostly specialty armors designed for specific tasks, such as Stealth or Undersea armor, or specific foes, such as the 'Hulk-Buster' armor. But the standard abilities of all of them are the power of flight, medium to high-level superhuman strength, and a high-degree of durability, as well as the ability to project different kinds of force and energy blasts. He also may interact with and remotely control all sorts of computer networks.

Besides his Iron Man armor, Tony Stark is a quick thinking 'McGyver'-type inventor who can stand in the same room as the likes of Doctor Doom and Reed Richards, although his specialty is in technology and electronics. He is also a strategic thinker with a background in business.

IRON MAN PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
13	1	1	2	8	6	2	0

POWERS

Powered Armor: Removable *(-27 points)*

- **Armor:** Protection 12, Impervious Toughness 13 • *25 points*
- **Boot Jets:** Flight 8 (500 MPH) • *16 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*
- **Sensors:** Senses 13 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *13 points*
- **Servo-Motors:** Enhanced Strength 12 • *24 points*
- **Tactical Computer:** Enhanced Dodge 2, Enhanced Fighting 2, Enhanced Ranged Attack 7 • *13 points*

Weapon Systems: Array (26 points)

- **Electro-Magnetic Pulse:** Weaken Electronics 13, Affects Only Objects, Broad, Simultaneous, Burst Area, Side Effect: Affects Iron Man Himself, Always Happens • *1 point*
- **Repulsor Rays:** Ranged Damage 13 • *26 points*
- **Sonics:** Ranged Affliction 13 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
- **Uni-Beam:** Damage 13, Cone Area • *1 point*

ADVANTAGES

Accurate Attack, Benefit 5 (Billionaire), Connected, Contacts, Improvised Tools, Inventor, Power Attack, Ranged Attack 4, Second Chance (Technology checks), Skill Mastery (Technology)

SKILLS

Close Combat: Unarmed 1 (+11), Expertise: Business 5 (+11), Expertise: Science 8 (+14), Insight 7 (+9), Perception 6 (+9), Persuasion 5 (+5), Technology 10 (+18)

OFFENSE

INITIATIVE +1

Repulsor Rays +12	Ranged Damage 13
Unarmed +11	Close Damage 13

DEFENSE

DODGE	10	**FORTITUDE**	7
PARRY	10	**TOUGHNESS**	13
WILL	6		

POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	111	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	209

COMPLICATIONS

Addiction: Tony is an alcoholic and this nearly cost him everything from his business empire, to his friends, to his career as Iron Man. He currently has his problem under control.

Enemy: Fin Fang Foom, The Mandarin, MODOK, extensive rogues gallery

Relationships: Tony's closest contacts are his friend James Rhodes, his assistant, Pepper Potts, and his butler Jarvis; as both Tony Stark and Iron Man, he has high level contacts throughout the meta-human community, and has extended his womanizing to the superheroine community as well.

Reputation: Tony Stark is widely famous for his technological genius, as well as for being a notorious womanizer and playboy

Responsibility: As both Iron Man and Tony Stark, Tony is determined to make up for the careless, self-destructive behavior of his youth.

SUITS OF ARMOR

Besides his standard armor, Tony Stark has a number of specialty armors on hand, such as his Stealth armor, or armors designed for particular terrain, such as deep water or space, as well as for special opponents, such as his Hulk-buster armor (see below).

Tony is also constantly upgrading and improving his standard armor (His original armor had Str 10, and Repulsor Rays 10). He has also built a number of specialized weapons for uber opponents, such as the 'Phoenix Buster', or the giant 'Red Ronin' robot. He's also good for a 'plot-device 'gizmo to save the day.

IRON MAN MK1 — PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	1	1	2	6	6	2	0

POWERS

Powered Armor: Removable *(-19 points)*
- **Armor:** Protection 11, Impervious Toughness 11 • *22 points*
- **Boot Jets:** Flight 8 (500 MPH) • *16 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10, Feature 1 (pacemaker) • *11 points*
- **Sensors:** Senses 12 (Accurate Radio Extended 3 (Radar), Darkvision, Infravision, Time Sense) • *12 points*
- **Servo-Motors:** Enhanced Strength 9 • *18 points*
- **Servo Motors:** Enhanced Fighting 2, Enhanced Ranged Attack 7 • *11 points*

Weapon Systems: Array (20 points)
- **Electro-Magnetic Pulse:** Weaken Electronics 10, Affects Only Objects, Broad, Simultaneous, Burst Area, Side Effect: Affects Iron Man Himself, Always Happens • *1 point*
- **Magnetic Blast:** Ranged Damage 10 • *20 points*

ADVANTAGES

Accurate Attack, Benefit 5 (Billionaire), Connected, Contacts, Improvised Tools, Inventor, Power Attack, Ranged Attack 4, Second Chance (Technology checks), Skill Mastery (Technology)

SKILLS

Close Combat: Unarmed 2 (+10), Expertise: Business 5 (+11), Expertise: Science 8 (+14), Insight 6 (+9), Perception 6 (+9), Persuasion 5 (+5), Technology 10 (+18)

OFFENSE

INITIATIVE +1

Repulsor Rays +10	Ranged Damage 10
Unarmed +10	Close Damage 10

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	12
WILL	6		

POWER POINTS

ABILITIES	38	**SKILLS**	21
POWERS	76	**DEFENSES**	15
ADVANTAGES	17	**TOTAL**	167

COMPLICATIONS

Addiction: Tony is an alcoholic although it was in its early , still-functional stages, at this early point in his career.
Bad Heart: The armor incorporates a pacemaker that keeps him alive, which he also must wear in his civilian identity.
Secret Identity: For many years, Stark maintained the public fiction that Iron Man was a hired body-guard.

IRON MAN MK1 - ORIGINAL ARMOR

The **Iron Man MK1** was Iron Man's original armor – the first fully operational suit – a refurbished version of the initial gray, prototype armor. Both early models were characterized by a bulky, 'Knights of the Round Table' appearance, with the **MK1** finished in gold – which is how Iron Man appeared when he first helped to found the Avengers.
Both armors are also elaborate pacemakers, that keep the loose bits of shrapnel away from his heart – a device that Stark was required to wear both in and out of the main suit of armor (the shrapnel was eventually removed, and Tony no longer needs the device to stay alive). **(Str39)**
NOTE: The gray prototype armor was STR 9, with no Sensors, or Comm System, and was -2 to Dodge and Parry.

IRON MAN MKV CLASSIC ARMOR PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	1	1	2	8	6	2	0

POWERS

Powered Armor: Removable *(-26 points)*

- **Armor:** Protection 11, Impervious Toughness 12 • *23 points*
- **Boot Jets:** Flight 8 (500 MPH) • *16 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*
- **Sensors:** Senses 12 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *13 points*
- **Servo-Motors:** Enhanced Strength 10 • *20 points*
- **Tactical Computer:** Enhanced Dodge 2, Enhanced Fighting 2, Enhanced Ranged Attack 7 • *13 points*

Weapon Systems: Array (24 points)

- **Electro-Magnetic Pulse:** Weaken Electronics 12, Affects Only Objects, Broad, Simultaneous, Burst Area, Side Effect: Affects Iron Man Himself, Always Happens • *1 point*
- **Repulsor Rays:** Ranged Damage 12 • *24 points*
- **Sonics:** Ranged Affliction 12 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
- **Uni-Beam:** Damage 12, Cone Area • *1 point*

ADVANTAGES

Accurate Attack, Benefit 5 (Billionaire), Connected, Contacts, Improvised Tools, Inventor, Power Attack, Ranged Attack 4, Second Chance (Technology checks), Skill Mastery (Technology)

SKILLS

Close Combat: Unarmed 1 (+11), Expertise: Business 5 (+11), Expertise: Science 8 (+14), Insight 7 (+9), Perception 6 (+9), Persuasion 5 (+5), Technology 10 (+18)

OFFENSE

INITIATIVE +1

Repulsor Rays +12	Ranged Damage 12
Unarmed +11	Close Damage 11

DEFENSE

DODGE	10	**FORTITUDE**	7
PARRY	10	**TOUGHNESS**	12
WILL	6		

POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	104	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	202

COMPLICATIONS

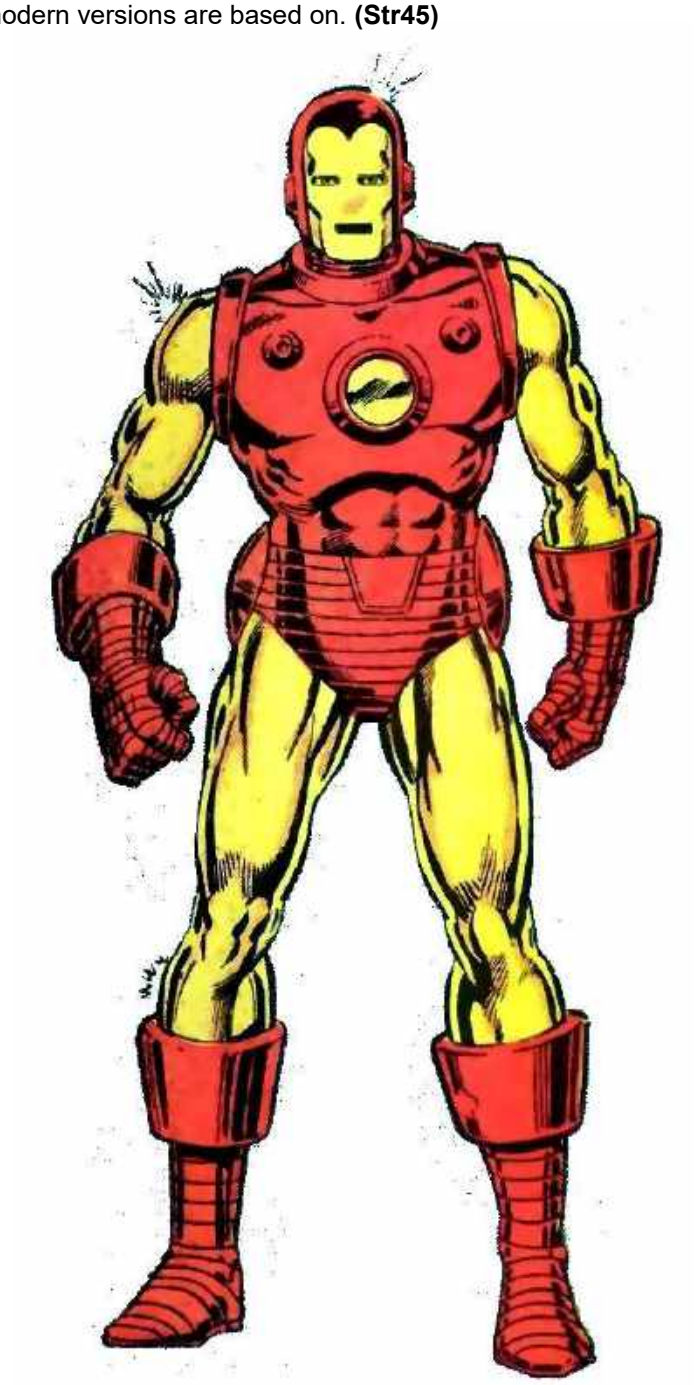
Addiction: Tony is an alcoholic and this nearly cost him his business empire, his friends, and his career as Iron Man. .

Secret Identity: For many years, Stark maintained the public fiction that Iron Man was a hired body-guard.

IRON MAN MKII-MKV CLASSIC ARMOR

The early prototype armors quickly gave way to a more streamlined, sophisticated version, dispensing with the old-King Arthur-style armor, for a lightweight, space-age model, molded to resemble human musculature, and adding crimson vest, boots, helmet, and gauntlets, go give the golden armor visual punch. Besides being more powerful, and nimble, as well as chock-full of gadgets and weaponry, the armor also collapsed into a carryable brief case so that Tony Stark could unobtrusively carry the armor around with him in public.

Stark continues to constantly upgrade his armor, but the Classic Armor is still the basic template, both in appearance and range and types of abilities, that all modern versions are based on. **(Str45)**



IRON MAN MKII HULK-BUSTER PL14

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
18	1	1	2	8	6	2	0

POWERS

Powered Armor: Removable *(-21 points)*
- **Armor:** Protection 16, Impervious 16 • *32 points*
- **Boot Jets:** Flight 8 (500 MPH) • *16 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*
- **Sensors:** Senses 13 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *13 points*
- **Servo-Motors:** Enhanced Strength 17 • *34 points*
- **Tactical Computer:** Enhanced Dodge 2, Enhanced Fighting 2, Enhanced Ranged Attack 7 • *13 points*

Weapon Systems: Array (24 points)
- **Electro-Magnetic Pulse:** Weaken Electronics 13, Affects Only Objects, Broad, Simultaneous, Burst Area, Side Effect: Affects Iron Man Himself, Always Happens • *1 point*
- **Sonics:** Ranged Affliction 13 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
- **Repulsor Rays:** Ranged Damage 16 • *32 points*
- **Uni-Beam:** Damage 13, Cone Area • *1 point*

ADVANTAGES

Accurate Attack, Benefit 5 (Billionaire), Connected, Contacts, Improvised Tools, Inventor, Power Attack, Ranged Attack 4, Second Chance (Technology checks), Skill Mastery (Technology)

SKILLS

Close Combat: Unarmed 2 (+10), Expertise: Business 5 (+11), Expertise: Science 8 (+14), Insight 6 (+9), Perception 6 (+9), Persuasion 5 (+5), Technology 10 (+18)

OFFENSE

INITIATIVE +1

Repulsor Rays +12	Ranged Damage +16
Unarmed +10	Close Damage 18

DEFENSE

DODGE	10	**FORTITUDE**	7
PARRY	10	**TOUGHNESS**	17
WILL	6		

POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	112	**DEFENSES**	10
ADVANTAGES	17	**TOTAL**	218

HULK-BUSTER

Hulk-Buster Armor can feature any number of anti-Hulk devices, like 'nanobots' designed to suppress the Hulk's gamma-levels, transforming him into Bruce Banner, or other gamma-absorbing devices that weaken the Hulk and charge the armor, gaining up to +2 to Str or Repulsor Beams. **(PL15)**

HULK-BUSTER ARMOR

There have been several versions of Hulk-Buster Armor, specialized to specifically take on the Hulk. All versions are characterized by massive proportions, with most of the the specializations geared towards increased durability and strength. However, Tony Stark being Tony Stark l**ik**es to stack the deck with an assortment off more indirect attacks, such as gamma-draining devices, or sonics.

The Hulk-Buster Armor has successfully engaged the Hulk on more than one occasion, even scoring a knock-out over the temperamental Green Goliath, but the most powerful version to date – the MKII Hulk-Buster Armor – was unceremoniously demolished by World War Hulk, who the armor had been designed specifically to stop – although an injection of gamma-blocking nanobots, that might have made the difference was, unknown to Stark, sabotaged by Ant-Man. **(Str95/125)**

WAR MACHINE PL13

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
12	2	2	2	8	1	2	0

POWERS

Powered Armor: Removable *(-25 points)*

- **Armor:** Protection 11, Impervious Toughness 11 • *22 points*
- **Boot Jets:** Flight 8 (500 MPH) •*14 points*
- **Comm System:** Radio Communication 2 • *8 points*
- **Life Support System:** Immunity 10 • *10 points*
- **Sensors:** Senses 13 (Accurate Radio Extended 3 (Radar), Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra- Hearing) • *13 points*
- **Servo-Motors:** Enhanced Strength 10 • *20 points*
- **Tactical Computer:** Enhanced Dodge 2, Enhanced Fighting 2, Enhanced Ranged Attack 7 • *13 points*

Weapon Systems: Array (21 points)

- **Electro-Magnetic Pulse:** Weaken Electronics 13, Affects Only Objects, Broad, Simultaneous, Burst Area, Side Effect: Affects Iron Man Himself, Always Happens • *1 point*
- **Machine Guns:** Ranged Damage 10, Penetrating • *1 point*
- **Repulsor Rays:** Ranged Damage 13 • *26 points*
- **Sonics:** Ranged Affliction 13 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
- **Uni-Beam:** Damage 13, Cone Area • *1 point*

ADVANTAGES

Accurate Attack, Close Combat 2, Connected, Contacts, Improvised Tools, Power Attack, Ranged Attack 4

SKILLS

Close Combat: Unarmed 2 (+10), Expertise: Business 5 (+11), Expertise: Science 8 (+14), Insight 6 (+9), Perception 6 (+9), Persuasion 5 (+5), Technology 10 (+18)

OFFENSE

INITIATIVE +2

Machine Guns +12	Ranged Damage 10
Repulsor Rays +12	Ranged Damage 12
Unarmed +12	Close Damage 12

DEFENSE

DODGE	11	**FORTITUDE**	8
PARRY	11	**TOUGHNESS**	13
WILL	6		

POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	100	**DEFENSES**	18
ADVANTAGES	17	**TOTAL**	201

COMPLICATIONS

Wade-In Slugger: While Rhodey is capable of subtlety, he's a Marine, and tends towards knuckle-first solutions.

WAR MACHINE

War Machine; James Rhodes – 'Rhodey' – is Tony Stark's long-time best friend,a trained marine and military pilot, as well as his general right hand man, with a range of 'particular skills' useful in aiding Stark in anything from hairy missions to running Stark Industries itself in periods of Tony's absence. James Rhode was also the man who stepped into the role of Iron Man after Stark's alcoholism made it impossible for him to continue to operate the armor responsibly. Keeping the change of identity secret (Stark had not yet been publicly revealed as Iron Man, and was still operating under the pretense that Iron Man was an unnamed employee and body-guard), and Rhodes filled in as Golden Avenger for the Avengers during such major battles as the first Secret Wars.

Once Tony finally got a handle on his drinking, and resumed the role of Iron Man, he provided Rhodes with a suit of armor of his own. Taking the new moniker, 'War Machine', James Rhodes has officially taken his own place among the superhuman community as a member of the Avengers and agent of S.H.I.E.L.D.. **(Str48)**

NOTE: As Iron Man, Rhodes originally wore the red and gold MKV Armor. As War Machine, he wears the teched-out, weaponized MPI-200 model, with silver plating – a battlesuit, he helped design..

JAMES BOND

James Bond was the son of a Scottish father, Andrew Bond, of Glencoe, and a Swiss mother, Monique Delacroix, of the Canton de Vaud. As a boy, James Bond spent much of his early life abroad, becoming multilingual in German and French due to his father's work as an armaments company rep. When his parents were killed in a mountain climbing accident in the Aiguilles Rouges, eleven-year-old James went to live with his aunt, Miss Charmian Bond, in Pett Bottom village, where he completed his early education. As a young teen, he briefly attended Eton College, but was expelled after an alleged affair with an adult maid, and was then sent to Fettes College in Edinburgh, Scotland, his father's school.

Bond lied about his age in order to enter the Royal Navy from which he emerged a Commander. He was then recruited for the British Secret Service, and upon completing two assassinations, he earned the rank of a 00-agent – a cadre of the finest, most skillful agents in the world – and was granted his license to kill.

While serving on Her Majesty's Secret Service, James Bond married, but his bride, Teresa "Tracy" di Vicenzo, was killed on their wedding day by a long-standing enemy, Ernst Stavro Blofeld. A devastated Bond took revenge when, by chance, he came across Blofeld in Japan and killed him there.

From that point on Bond eschewed most personal relationships, becoming the total secret agent – perhaps the finest ever. **(Str8)**

PERSONALITY

James Bond is suave and charming, but he is often described by observers as ‘a bit cruel in the mouth’, and his eyes are ‘cold’. He extremely worldly, and well-learned, at ease in any situation, and engages in frequent and numerous short-term affairs with almost every attractive woman he encounters, ending them as quickly as he begins them.

Known for his rough-handed treatment of females, Bond does not desist from hitting them when necessary, and his suave, chauvinistic charm even seduces women who initially find him repellent – including those such as the criminal Pussy Galore, who was described in the novel version as a lesbian.

POWERS AND ABILITIES

Nobody does it better. Bond is the greatest spy in the world. Besides his 00 espionage training, he is multi-lingual, highly educated, a master of persuasion (and seduction) as well as being a master of unarmed combat, firearms, and hand weapons. He also utilizes a cache of scientific gadgets, for various purposes.

REAL NAME: JAMES BOND
OCCUPATION: SUPER-SPY **BASE:** LONDON
AFFILIATION: HER MAJESTY’S SECRET SERVICE
HEIGHT: 6’ **WEIGHT:** 160 LBS
EYES: BLUE **HAIR:** RED

JAMES BOND PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	3	4	7	6	6	7

EQUIPMENT

Pistol: Ranged Damage • *3 points*

ADVANTAGES

Agile Feint, Close Attack (Melee) 3, Benefit (Special Agent), Defensive Roll 2, Equipment 1, Improved Critical (Pistol), Improved Critical (Unarmed), Improved Initiative, Luck, Jack-of-all-Trades, Ranged Attack (Pistol) 8, Skill Mastery (Espionage), Skill Mastery (Technology) Well-Informed

SKILLS

Athletics 2 (+4), Attractive 2, Deception 10 (+16), Expertise (Military) 6 (+14), Expertise (Espionage) 10 (+16), Investigation 4 (+10), Insight 10 (+16), Perception 8 (+14), Persuasion 5 (+12), Sleight of Hand 4 (+7), Stealth 4 (+7), Vehicles 8 (+13)

OFFENSE

INITIATIVE +3

Pistol +12	Ranged, Damage 3, Crit. 19-20
Unarmed +10	Close, Damage 2, Crit. 19-20

DEFENSE

DODGE	11	**FORTITUDE**	8
PARRY	10	**TOUGHNESS**	5/2*
WILL	10	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	72	**SKILLS**	41
POWERS	0	**DEFENSES**	22
ADVANTAGES	11	**TOTAL**	203

COMPLICATIONS

Enemy: Specter

Womanizer: Bond is only rivaled by Captain Kirk, Fonzie, and Wilt Chamberlain as the world's biggest womanizer. This is both an advantage and disadvantage, as he is often able to seduce women into acting in his own advantage – although his exploits expose him to any lady spies with an eye for doing the same to him.

SUPER-SPY GADGETS

007's weapons cache is legendary. He habitually carries guns and darts shaped like fountain pens and car-keys. Most such weapons will carry damage in the range of a small knife or gun (1 to 3) damage, or up to small grenades (4 damage).

Bond gadgets are not all necessarily weapons either, often being communication devices, scanners, hacking equipment, or any old device he needs.

Usually he will only carry one or two of these devices at a time and they are usually different for every adventure. Some of his more extravagant devices involve vehicles, everything from expensive luxury sports cars that can double as submarines, to boats with built-in hang-gliders. In any case, Bond always goes in style.

NOTE: Extra Hero Points should be awarded if Bond can manage to use one of these weapons in a casual situation like, say, using retractable spikes on the soles of his shoes for a game of golf – always with the appropriate quip: "They work for golf."

JOKER

The Clown Prince of Crime, the Harlequin of Hate, the **Joker** is one of the most dangerous psychotics to ever menace the world. His chilling laughter has been the last sound many of his victims have heard.

The Joker's true history remains largely uncertain, even to him: "Sometimes I remember it one way, sometimes another..." he said, "... if I'm going to have a past, I prefer it to be multiple choice! Ha ha ha!" Some versions claim he was an engineer at a chemical plant who tried his hand at stand-up comedy, only to miserably flop. Desperate to support his pregnant wife, he turned to crime, only to have his wife and unborn child die in a random accident. Others say he was a two-bit criminal who came up with a scheme to hit the big time using the identity of "the Red Hood," or even a gangster in the Gotham underworld who worked his way to the head of a mob, only to become bored and look for thrilling new ways to commit crimes.

The one fateful event in the Joker's past that seems certain is his first confrontation with Batman. It resulted in a plunge into a vat of chemicals that bleached the criminal's skin chalk-white, turned his hair green, and his lips ruby red, making him look much like a clown. His defeat and disfigurement drove him completely mad, and on that day the Joker was truly born. **(Str8)**

PERSONALITY

How do you describe a mind as twisted as the Joker's? Chaos is the Clown Prince's credo, but there is usually a method to his madness. Apart from just causing trouble and having fun, the Joker ultimately wants to prove that life, existence itself, is all one big joke, and only he seems to get the punch line. He is a constant test of Batman's devotion to his own code of conduct, even to the point of deliberately trying to drive the Dark Knight and others (like Commissioner Gordon) to murder and madness, simply to prove they are no better than him.

POWERS AND ABILITIES

Although possessing no superhuman abilities, the Joker has a brilliant and devious mind and uses a wide array of comedy and joke-themed devices in his crimes. He is most infamous for his "Joker venom," a chemical concoction able to induce fits of hysterical laughter and, in high enough doses, paralysis or even death, leaving a rictus smile frozen forever on the victim's face.

Some of the Joker's traits are lower than his power level indicates, as he is not much of a "hands-on" type. He typically has various thugs at his disposal to run interference and the GM may wish to treat them like the Sacrifice modifier of Summon (see the **Powers** chapter in the DC ADVENTURES *Hero's Handbook*), allowing the Clown Prince of Crime to shift effects calling for a resistance check to one of his minions instead, letting them take the fall so he can get away. The Joker is also a master of using Deception to feint and stage surprise attacks, leaving heroes vulnerable and using his Set-up advantage to pass that benefit on to an ally or minion, laughing at the heroes' pratfalls all the while.

"THIS ONE'LL KILL YA!"

The Joker's most dangerous quality is his sheer unpredictability; many of his schemes and actions elicit the reaction, "That's just crazy!" Which it usually is.

There's a simple way to play the Joker as the terrifyingly effective madman he is, enough to make heroes

REAL NAME: UNKNOWN
OCCUPATION: CRIMINAL
BASE: GOTHAM CITY
AFFILIATION: NONE
HEIGHT: 6' 5"
WEIGHT: 192 LBS
EYES: GREEN
HAIR: GREEN

JOKER PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	4	3	4	7	6	5	5

EQUIPMENT

Lapel Flower: *Array (10 points)*
• **Joker Venom:** Affliction 10 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • *10 points*
• **Squirting Acid:** Damage 5 (acid), Secondary Effect
• *1 point* **Joy Buzzer:** Damage 8 (electricity) • *8 points*
Marbles: Cone Area Affliction 8 (Resisted by Dodge; Prone, Immobilized), Limited to Two Degrees • *8 points*
Weapon: Typically a pistol (Damage 4) or similar back-up weapon • *8 points*

ADVANTAGES

All-out Attack, Close Attack 3, Daze (Deception), Defensive Roll 2, Equipment 7, Fascinate (Deception), Improved Initiative, Improved Trip, Luck, Move-by Action, Redirect, Set-up, Skill Mastery (Deception), Taunt

SKILLS

Acrobatics 4 (+7), Athletics 4 (+6), Close Combat: Lapel Flower 2 (+12), Deception 12 (+17), Insight 8 (+13), Intimidation 12 (+17), Perception 10 (+15), Ranged Combat: Guns 6 (+10), Sleight of Hand 8 (+12), Stealth 8 (+11), Technology 4 (+10), Vehicles 4 (+8)

OFFENSE

INITIATIVE +8

Lapel Flower +12	Close, Affliction 10 or Damage 5
Pistol +10	Ranged, Damage 4
Unarmed +10	Close Damage 2

DEFENSE

DODGE	15	**FORTITUDE**	7
PARRY	11	**TOUGHNESS**	6/4*
WILL	13	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	72	**SKILLS**	41
POWERS	0	**DEFENSES**	27
ADVANTAGES	73	**TOTAL**	163

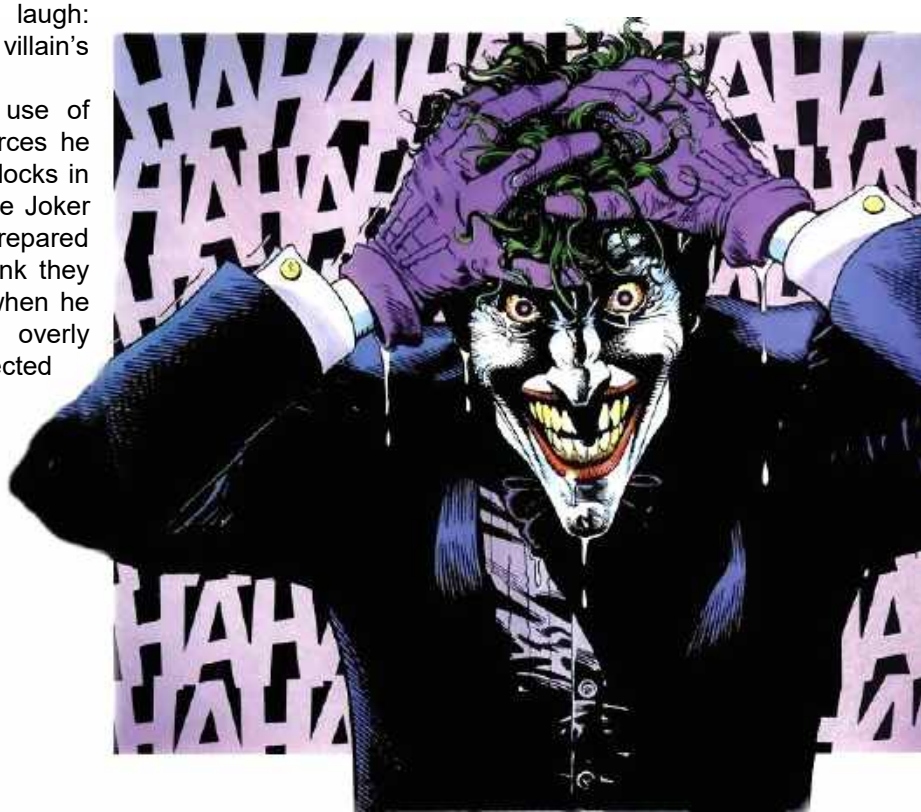
COMPLICATIONS

Enemy: Batman.
Madness: The Joker is completely insane, and therefore prone to irrational behavior.
Trademark: The Joker's ego compels him to taunt, leave clues, and otherwise make it clear he is responsible for his crimes.

concerned whenever they hear his menacing laugh: Cheat. Cheat often and cheat mercilessly in the villain's favor. Cheat like there's no tomorrow.

In other words, make liberal, even constant, use of complications to give the Joker whatever resources he needs to mess with the heroes and to put roadblocks in their way when it comes to taking him down. The Joker should be two steps ahead of all but the most prepared and capable foes, and just when the heroes think they have him right where they want him is exactly when he should spring another carefully prepared and overly elaborate trap on them or pull some totally unexpected move.

Be sure to award the players their hero points when they're facing the Joker. They're going to need them.



GOTHAM'S MADMEN

The Joker is far from the only raving lunatic stalking the streets of Gotham City. Batman has perhaps the most extensive rogue's gallery of any known hero, each of them uniquely dangerous in ways no other cast of villains can match. Many of these deranged denizens have inhabited Arkham Asylum for years, making that place a veritable funhouse of horrors every time an escape or a prison riot breaks out. While psychopaths are a dime a dozen in Gotham City, several of the most notorious of **Gothom's Madmen** (and women!) are listed here.

HARLEY QUINN

When Gotham State University graduate Dr. Harleen Quinzel decided to accept an internship at Arkham Asylum, it seemed like a perfect pairing—a freshly minted psychiatrist who specialized in serial killers might be able to help the most deranged of Gotham's inmates. It was while working at Arkham that Dr. Quinzel met many of Gotham's most infamous villains, but most importantly, it was where she first encountered the Joker.

It was during their one-on-one sessions that Dr. Quinzel begain to fall in love with The Joker, gradually being seduced to his point of view until she helped him to escape Arkham: not just once, but nearly every time he was brought in.

When Dr. Quinzel herself finally was captured as an accessory to the Joker's escape, she too was imprisoned in Arkham. She was driven by the sight of a badly beaten Joker to wear the red, black and white harlequin costume and take the name **Harley Quinn**.

During her years as the Joker's sidekick, she was imprisoned multiple times in Arkham, often by the Joker sacrificing her in order to remain free himself. Despite this abusive relationship, Harley Quinn's highest priority always was to rejoin with the Joker. It was after one of these encounters, in which the Joker left her for dead, that she was found by Poison Ivy and nursed back to health.

When she discovered the Joker's scheme to rid himself of all his henchmen, including her, she vowed to quit the Joker for good. After that, she attempted to set herself up as a crime lord, and even joined the Secret Six for a very short time before moving back to Gotham and re-joining Poison Ivy. **(Str8)**

PERSONALITY

Harleen Quinzel was once an up-and-coming criminal psychologist studying serial killers, but her exposure to the Joker and his warped reality showed Harley Quinn a whole different side to life. For many years, she embraced the idea that she could live as hedonistically and selfishly as she desired. Her recently established relationships with Catwoman and Poison Ivy have prompted her to examine that philosophy, and she currently resides most often in the gray zone between crime and the law. She has helped the Batman and Gotham police on several occasions, and yet continues to commit criminal acts on a whim—and most likely will continue to do what makes her feel happy, regardless if others think it's right or good.

POWERS AND ABILITIES

Harley Quinn is considered an Olympic-level gymnast. Her training allows her to dodge or block many physical attacks. Borrowing from the Joker the idea of the combat value of shock and surprise, Harley has been known to wield a giant two-handed circus hammer as well as a boxing-glove gun.

When Poison Ivy nursed her back to health, she injected her with a homemade serum which made Harley Quinn immune to all toxins, including those of Poison Ivy herself, and increased her strength and speed. Harley's training in the field of psychoanalysis is still relevant, though her license to practice has been revoked.

HARLEY QUINN PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	6	5	8	7	2	4

POWERS

Poison Ivy Immunity: Immunity 3 (Disease, Poison, Poison Ivy's Touch) • *3 points*

EQUIPMENT

Boxing-Glove Gun: Ranged Affliction 4 (Resisted by Dodge; Dazed, Stunned, Incapacitated) • *8 points*
Two-Handed Mallet: Strength-based Damage 4, Reach 1 • *5 points*
Light Pistol: Ranged Damage 3 • 6 *points*

ADVANTAGES

Agile Feint, Attractive, Benefit 1 (Well-off), Close Attack 2, Daze (Deception), Defensive Roll 4, Equipment 3, Evasion, Grabbing Finesse, Improved Disarm, Improved Initiative, Improvised Weapon, Luck 4

SKILLS

Acrobatics 12 (+18), Athletics 7 (+9), Close Combat: Two-Handed Mallet 4 (+12), Close Combat: Unarmed 5 (+13), Deception 6 (+10), Expertise: Psychology 8 (+11), Perception 2 (+4), Ranged Combat: Guns 10 (+15)

OFFENSE

INITIATIVE +10

Boxing-Glove Gun +15	Ranged, Affliction 4, Resisted by Dodge
Light Pistol +15	Ranged, Damage 3
Two-Handed Mallet +14	Close, Damage 6
Unarmed +15	Close Damage 2

DEFENSE

DODGE	14	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/3*
WILL	7	*Without Defensive Roll bonus	

POWER POINTS

ABILITIES	74	**SKILLS**	27
POWERS	3	**DEFENSES**	24
ADVANTAGES	22	**TOTAL**	150

COMPLICATIONS

Enemies: While every criminal in Gotham must count the Batman as an enemy, Harley Quinn has occasionally helped the Caped Crusader, even assisting him in bringing the Joker to justice. Batman wants concrete evidence that she has dropped the criminal personae and still considers her on the side of the bad guys. At the moment, any enemy of Poison Ivy or Catwoman is an enemy of Harley as well.
Obsession: Harley threw away a very successful career as psychiatrist to follow the man of her dreams—unfortunately, that man was the Joker. Her love–hate relationship with the Joker motivates many of her actions.
Recognition: Harley wants people to acknowledge and respect her, even if she has to beat them into doing so.
Hedonism: If it feels good to Harley, then it must be good, even if everyone else thinks it's bad.

KILLER CROC

IWaylon Jones was born with a rare genetic disorder called Epidermolytic Hyperkeratosis, a form of atavism, that makes his physical features resemble those of a reptile. His mother died in childbirth and his disgusted father turned him over to extended family. Jones turned to petty crime, spending his formative years in and out of juvenile detention, eventually landing in prison where he killed an inmate. Jones spent most of his early adult life behind bars, becoming increasingly bitter and eventually sociopathic.
Jones became a crocodile wrestler with a sideshow when he was finally released from prison, but quickly realized he could make more money in criminal endeavors. He tried to establish himself in Gotham City with varying degrees of success; his initial attempts were foiled by Batman.
As he aged, Jones' reptilian DNA gradually exhibited itself both in his physical appearance and ability. Once he could wear bulky clothing and pass for human as long as he stayed in the shadows; recently, he's become far more bestial in appearance and behavior. **(Str38)**

PERSONALITY

Croc's freakish exterior gives him an inferiority complex. He constantly needs to prove his superiority to normal-looking people. As he slides further into his animalistic nature, he behaves more like the monster he resembles on the surface.

POWERS AND ABILITIES

Croc's genetic disorder gives him incredible strength as well as a tough, damage-resistant hide and the ability to regenerate from wounds. He swims with great skill and possesses a superhuman sense of smell.

KILLER CROC — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
10	8	4	1	6	-1	0	3

POWERS

Aquatic: Immunity 3 (Disease, Suffocation: Limited: Must Hold Breath); Movement 2 (Environmental Adaptation 2: Aquatic, Sewers); Swimming 4 (8 MPH) • 10 points
Epidermolytic Hyperkeratosis: Feature 2 (Density; Weighs 800 lbs.); Impervious Protection 8 • 18 points
Reptilian: Leaping 3; Regeneration 5; Senses 3 (Acute Accurate Olfactory) • 11 points
Teeth and Claws: Strength-based Damage 3 • *3 points*

ADVANTAGES

All-out Attack, Chokehold, Diehard, Fast Grab, Fearless, Great Endurance, Improved Hold, Power Attack, Startle, Takedown 2

SKILLS

Athletics 8 (+18), Close Combat: Unarmed 3 (+9), Intimidation 9 (+12), Perception 8 (+8), Stealth 4 (+8)

OFFENSE

INITIATIVE +4

Claws +9	Close Damage 13

DEFENSE

DODGE	6	**FORTITUDE**	11
PARRY	6	**TOUGHNESS**	8
WILL	6		

POWER POINTS

ABILITIES	62	**SKILLS**	16
POWERS	42	**DEFENSES**	11
ADVANTAGES	11	**TOTAL**	122

COMPLICATIONS

Prejudice: Killer Croc is deformed in such a way that he appears to be a human alligator or crocodile. He is instantly recognizable and people's reactions to him tend to be extreme.
Disability: Croc is slowly devolving into a less human, more lizard-like form. If this continues at the current rate, he'll be an unintelligent beast driven only by instinct before too long. This HAS had the advantage of his powers. His original Str was 7 and had Fort and Tou of 8. He also had Int 0.
Enemy: Killer Croc's primary enemy is Batman. Croc often comes into conflict with Gotham's other super heroes, including Batgirl, Robin, and Nightwing.

MAN-BAT

Dr. Kirk Langstrom was a biologist who specialized in the study of the genus Chiroptera (bats). He discovered that he was going deaf and, rather than live with his disability, he attempted to distill a serum that would grant him a bat's heightened sense of hearing. He succeeded, but his serum had the unfortunate side effect of transforming him almost completely into a man-sized bat
Man-Bat, quickly losing touch with his human nature, rampaged through Gotham City until Batman stopped him. Rather than incarcerate the unfortunate scientist, Batman helped Langstrom administer an antidote, thus giving Man-Bat some control over his transformation as long as he injects the antidote before his reason disappears.
Man-Bat rarely acts with evil intent, but often falls victim to delusional beliefs, the most common being that his wife and daughter are dead. His animal side removes his reason so that Langstrom becomes ruled by fear and his violent response to it. Villains like Rā's al Ghūl have used this to their advantage to manipulate Man-Bat. He is one of the few people to know the location of the Batcave because he followed a flock of bats there, but he cannot find it when he is human. **(Str20)**

PERSONALITY

When he takes the serum that transforms him into Man-Bat, Doctor Kirk Langstrom loses control over his base animal nature. The change occurs slowly; the

longer he remains Man-Bat, the less human and more brutal he gets.
Langstrom is not a typical villain; he loves his wife and child and it is only under the transformative power of the serum that he becomes the violent Man-Bat, often believing (erroneously) that his loved ones are dead and a real or imagined enemy must pay.

POWERS AND ABILITIES

While under the power of his transformative serum, Man-Bat possesses sonar abilities that give him echolocation, super strength, and the ability to fly using his bat like wings. The Man-Bat's large ears provide enhanced hearing.

MAN-BAT PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
6	6	7	4	10	4	3	1

POWERS

Bat Wings: Flight 5 (60 MPH), Wings • *5 points*
Claws: Strength-based Damage 1 • *1 point*
Echolocation: Senses 3 (Accurate and Extended Hearing) • *3 points*

ADVANTAGES

Close Attack, Defensive Roll 2, Favored Environment (Nighttime), Improved Critical (Claws), Improved Initiative, Move-by Action, Startle

SKILLS

Acrobatics 8 (+15), Athletics 8 (+14), Expertise: Zoology 8 (+12), Intimidation 8 (+9), Perception 10 (+13), Stealth 8 (+15)

OFFENSE

INITIATIVE +7

Claws +11	Close, Damage 7, Crit. 19-20
Unarmed +11	Close Damage 6

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	8/6*
WILL	8	*Without Defensive Roll	

POWER POINTS

ABILITIES	82	**SKILLS**	25
POWERS	9	**DEFENSES**	15
ADVANTAGES	9	**TOTAL**	136

COMPLICATIONS

Normal Identity: If the bat-gland serum wears off or is countered by an antidote, Man-Bat reverts to Kirk Langstrom, who has STR 0, STA 0, AGI 1, DEX 1, FGT 1, and none of Man-Bat's powers, advantages or skills except for Expertise.
Sensitivity to Light and Sound: Man-Bat's heightened senses are susceptible to loud noises and bright light.

PENGUIN

Oswald Chesterfield Cobblepot was born into Gotham City society but found himself an outcast because of his short stature, obesity, and beak-like nose, together which earned him the nickname "the Penguin" from rich bullies. Embarrassed by his appearance, his parents shunned Oswald, who only longed for acceptance by the very people who pushed him away. As he grew, he recognized that his superior intellect would serve him well and he could turn his eccentricities into tools of intimidation, and set out to enter Gotham City society by any means necessary.
His initial forays into crime included several failed heists. Though the Penguin remained a relatively obscure criminal, he used his time wisely, developing his signature umbrella gadgets and gradually building a reputation for intimidation that would come to serve him well in the underworld, all the while making contacts among Gotham's crime families.
He soon opened his nightclub, the Iceberg Lounge, which would serve as a focal point of Gotham social life and as the Penguin's primary headquarters. He dressed according to his own sense of high fashion, often in a tuxedo and top hat, sported a monocle and smoked imported cigarettes in long holders.

As owner of the Iceberg Lounge, the Penguin realized that Gotham's social elite might live and die by the rumors he could sell, and Cobblepot quickly grasped that masterminding a pseudo-criminal organization was far more lucrative and socially acceptable than robbery—and considerably less risky. He even found it in his best interests to sell information to Batman and the Gotham City police department, with the happy side-effect of Cobblepot's enemies going to jail and Cobblepot himself quietly taking over parts of their empires.

During the No Man's Land disaster, the Penguin seized the opportunity to make a considerable amount of money as a black-market goods dealer and eventually to ally with Lex Luthor, though this decision resulted in a protracted gang war that nearly cost the Penguin his empire.

Infinite Crisis brought the Penguin close to ruin, with his empire destroyed by Black Mask and much of his wealth depleted. Never one to give up without a fight, the Penguin is currently working to rebuild his network and once again become a powerful member of the underworld. These days he is again seen in the second floor of the Iceberg Lounge, watching and listening to the social lives of Gotham's elite. **(Str5)**

PERSONALITY

Oswald Cobblepot desperately wants to be, and styles himself as, an elegant, sophisticated and wealthy socialite. His criminal activities help fund his lifestyle and he feels no compunction about engaging in less-than-legal dealings as long as they will increase his social standing or line his pockets. In the past, he was a far more active criminal, planning and executing heists and robberies, but he now prefers to let underlings do his bidding and make a profit from his extensive ties to the Gotham City mob.

The Penguin's love of ornithology and gadgetry (especially his trademark umbrellas) notwithstanding, he is more of an eccentric opportunist than sociopathic murderer and uses his higher-than-average intelligence and social connections to further his personal empire. If something results in the Penguin achieving more respect, more money, or both then he will find a way to be involved.

POWERS AND ABILITIES

The Penguin is more intelligent than most people and has an almost legendary business acumen and ability to plan. Physically he is obese and weak, far more at home in his nightclub than in a fight or heist. The Penguin instantly knows the value of even the most obscure information and how it will profit him the most.

His fascination with gadgets and lack of physical prowess have led him to create or commission the creation of an array of umbrellas equipped with various features as a contingency against confrontation, including many kinds of weaponry. The trick umbrella array represents an arsenal of umbrellas rather than a single, particular umbrella, so they're Removable as opposed to Easily Removable.

As with other arrays, the Penguin's trick umbrellas are made for in-game power stunts. Feel free to give him an unusual trick umbrella as a one-time stunt, especially focusing on attacks targeting the heroes' vulnerabilities (awarding players hero points for the complication). Keep in mind the Penguin's Contacts, Connections, and Well-informed advantages often grant him prior knowledge of his foes and potential obstacles to his plans.

Like many of Batman's foes, the Penguin is more than just the sum of his game traits. He makes effective use of his skills and advantages, particularly his Benefits and Contacts, and his talent for planning his schemes down to the last detail. The Penguin's game traits do not include the fact that he nearly always has various henchmen at his beck and call, and a willingness to sacrifice such pawns if it furthers his goals.

The Gamemaster should make liberal use of complications (*DC Adventures Hero's Handbook,* page 27) in scenarios involving the Penguin, from the elements of the Felonious Fowl's latest scheme (deathtraps, red herrings, and so forth) to a cunning use of his thugs or another distraction to cover his escape when his plan goes sour.

PENGUIN PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	3	2	4	6	5	5	4

POWERS

Trick Umbrellas: Easily Removable (-6 points) *•23 points*
Mini-Helicopter: Flight 4 (30 MPH) • *8 points*
Weapons: Array *(18 points)*
• **Spinning Blades:** Multiattack Damage 9 *•18 points*
• **Flamethrower:** Cone Area Damage 6, Secondary Effect *•1 point*
• **Knockout Gas:** Cloud Area Affliction 9 (Resisted by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*
• **Machine Gun:** Ranged Multiattack Damage 6 *•1 point*

ADVANTAGES

Animal Empathy, Benefit 4 (Multi-millionaire), Benefit 2(Status: Criminal mastermind), Close Attack 2, Connected, Contacts, Defensive Roll 3, Ranged Attack 4, Well-informed

SKILLS

Close Combat: Trick Umbrella 4 (+10), Expertise: Business 12 (+17), Expertise: Criminal 14 (+19), Expertise: Ornithology 10 (+15), Insight 4 (+9), Investigation 6 (+11), Persuasion 8 (+12), Ranged Combat: Trick Umbrella 6 (+10), Technology 8 (+13), Vehicles 10 (+14)

OFFENSE

INITIATIVE +2

Flamethrower	Cone Area, Damage 6, Secondary Effect
Knockout Gas	Cloud Area, Affliction 9, Resisted by Fortitude
Machine Gun +14	Ranged, Multiattack Damage 6
Spinning Blades +12	Close, Multiattack Damage 9
Unarmed +8	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	9
PARRY	12	**TOUGHNESS**	6/3*
WILL	8	*Without Defensive Roll	

POWER POINTS

ABILITIES	70	**SKILLS**	20
POWERS	30	**DEFENSES**	13
ADVANTAGES	11	**TOTAL**	144

COMPLICATIONS

Enemies: The Penguin's criminal activities put him in conflict with other criminals and Gotham's law enforcement, especially Batman and Robin. He has actively fought Two-Face, Killer Croc, Black Mask, the Joker, Mr. Freeze, and the Great White Shark for control over various parts of Gotham City, though usually in a proxy gang war between underlings.
Obsession: The Penguin is obsessed with birds.
Trademark: The Penguin's crimes usually have a bird-related theme.

POISON IVY

Dr. Pamela Isley was a brilliant young botanist studying in Seattle. Her bookish nature left her socially awkward around men, and her professor, Dr. Jason Woodrue, manipulated her naiveté and social anxiety in order to seduce her and use her as a living experiment. The result was that Isley was permanently scarred, immune to all toxins and physically altered with plant-like growths covering her body. She spent several months in hospital recuperating, all the while nursing her newfound hatred of men.

Upon her release, Ivy made her way to Gotham City, where she planned to overtake its population with poison spores. She was thwarted by Batman, and thus began her lifelong obsession with the only man she has not found a way to control. Ivy spent time in and out of Arkham Asylum for her various misdeeds, often involving schemes to control or destroy men.

Poison Ivy eventually turned her activities toward protecting the environment (often at the expense of property or human life), but upon acquiring enough wealth to find the solitude she craved. With this in mind, she purchased an island in the Caribbean and left Gotham City.

Poison Ivy spent several years creating an ecological paradise on the island only to witness its destruction in a matter of hours by a corporation testing advanced weapons for the military. Personally outraged and mentally unhinged, Ivy returned to Gotham to punish the men responsible, leaving a swath of destruction in her wake.

After the earthquake that resulted in Gotham City being cut off from the world, Ivy became the unlikely caregiver for a group of children who lost parents in the quake. She defeated Clayface with the help of Batman, and used Clayface's body to fertilize the soil in Gotham City Park, helping provide food for the city in its time of need. Batman allowed her to turn the park into her own private sanctuary.

Poison Ivy attempted to find a cure for her condition, though this effort proved unsuccessful. She continued caring for the orphans and raising plants in Gotham City,

and was manipulated twice by Hush in his forces with several others to exact her revenge, and schemes against Batman and Catwoman. Ivy joined recently came under the control of Black Mask as he attempted to gain control of Gotham City.

Ivy currently works with Harley Quinn and Catwoman as a three-woman crime partnership. She uses her powers to manipulate the Riddler so that the three women can use his resources in their criminal activities. **(Str6)**

PERSONALITY

If Hell hath no fury like a woman scorned, then Poison Ivy's mistreatment at the hands of men created a demon from the Ninth Circle itself. She hates to see women mistreated, and in revenge alternately kills, humiliates, or involves men in complex schemes intended to shift the balance of traditional gender roles. Her previous life as a gifted botanist and her immunity to toxins made her an ardent defender of the environment, which she believes is being destroyed by the male-dominated corporate world. Ivy was tempered in the fires of patriarchy, and woe to the man who stands in the way of her plans. She also has a fierce protective instinct and will come to the aid of children or starving people, especially if they are victims of corporate injustice.

POWERS AND ABILITIES

Poison Ivy is immune to all forms of toxin, a "gift" bestowed on her when the professor who seduced her when she was still a student performed secret experiments on her. She can control her pheromones and uses them to seduce both men and women as needed. Poison Ivy often imbues herself with toxins she creates, making her skin—or more often her lips—toxic to the touch. Her poisons can kill, paralyze, or act as mind-altering chemical agents as she sees fit and based on the requirements of the situation. She is an extremely intelligent woman and gifted scientist who has been observed controlling plants, and may possess an undefined mystic link to the plant world.

POISON IVY — PL11

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	3	3	2	5	8	11	12

POWERS

Plant Control: Array *(33 points)*
- **Entanglement:** Ranged Burst Area Affliction 11 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree, Limited - Requires ambient plant life • *33 points*
- **Animate Tree:** Summon 11 (One 165-point tree), Active, Controlled, Limited—To size and availability of tree • *1 point*
- **Plant Growth:** Environment 5 (500 foot radius; Impede Movement 2 (-2 ranks of movement), Visibility 2 (-5 to Perception checks) •*1 point*

Poison Touch: Array (26 points)
- **Deadly Touch:** Weaken Stamina 13 (Resisted by Fortitude), Progressive, Grab-based • 2*6 points*
- **Pheromones:** Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Grab-based • *1 point*

Speak With Plants: Comprehend Plants 2 • *4 points*
Toxic immunity: Immunity 1 (Poison) •*1 point*

ADVANTAGES

Attractive, Daze (Deception), Defensive Roll 3, Fascinate (Persuasion)

SKILLS

Acrobatics 6 (+9), Athletics 6 (+7), Close Combat: Poison Touch 4 (+9), Deception 10 (+15), Expertise: Botany 10 (+14), Persuasion 12 (+17), Stealth 6 (+9), Treatment 4 (+8) Perception 8 (+12), Persuasion 4 (+10), Ranged Combat: Gaze 2

OFFENSE

INITIATIVE +2

Entanglement	Close, Burst Area Affliction 11 Resisted by Dodge
Poison Touch +9	Close, Affliction 13/Weaken 13
Unarmed +5	Close Damage 1

DEFENSE

DODGE	11	**FORTITUDE**	16
PARRY	11	**TOUGHNESS**	6/3*
WILL	10	*Without Defensive Roll	

POWER POINTS

ABILITIES	52	**SKILLS**	29
POWERS	67	**DEFENSES**	28
ADVANTAGES	6	**TOTAL**	182

COMPLICATIONS

Environmentalist: Poison Ivy's mission is to protect plant life and purify Gotham.
Vanity: Poison Ivy is obsessed with having power over others, particularly Batman, who is one of the few to have been able to reject her.

RIDDLER

The Riddler has gone to great lengths to keep his past shrouded in mystery. His real name appears to be Edward Nigma, but that's obviously one of his carefully constructed ruses. The psychiatrists at Arkham Asylum once determined that his name was actually Edward Nashton (aka Eddie Nash) and his obsession with riddles began when he cheated to win a puzzle contest as a young boy, but there's reason to believe that this story and the Nashton identity are also bogus.
What is indisputably certain about the Riddler is that he is the architect of some of the most ambitious crimes ever to plague Gotham City. Ironically, he's also solved a few of Gotham's thorniest whodunits. The Riddler's compulsion to prove his intellectual mastery applies to his fellow criminals and has caused him to "go straight" on occasion so he can match wits with his underworld rivals. **(Str6)**

PERSONALITY

The Riddler may be a psychopath, but he's also a genius and he's compelled to prove it. His obsession with constructing elaborate puzzles and traps is all about

demonstrating the superiority of his intellect. It's not enough for the Riddler to simply defeat an opponent, he also has to out-think and humiliate that opponent, leaving no doubt of his accomplishment.

POWERS AND ABILITIES

Though he has no super powers to speak of, the Riddler's intellect makes him a very dangerous opponent. He's repeatedly demonstrated an almost supernatural aptitude for designing extremely formidable traps, puzzles and weapons. The Riddler possesses deductive powers on a par with Batman and an excellent grasp of human psychology that allows him to "get into the heads" of his targets.

RIDDLER PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	4	4	7	7	7	3

EQUIPMENT

Light Pistol: Ranged Damage 3 • *6 points*
Sword Cane: Strength-based Damage 3, Improved Critical • *4 points*

ADVANTAGES

Close Attack 9, Defensive Roll 4, Eidetic Memory, Equipment 2, Evasion, Improved Initiative, Taunt, Well-informed

SKILLS

Acrobatics 4 (+8), Athletics 8 (+9), Deception 13 (+16), Expertise: Puzzles & Riddles 13 (+20), Insight 8 (+15), Investigation 10(+17), Perception 6 (+13), Ranged Combat: Guns 12 (+16), Sleight of Hand 8 (+12), Stealth 5 (+9), Technology 3 (+10), Treatment 3 (+10), Vehicles 3 (+7)

OFFENSE

INITIATIVE +8

Sword Cane +16	Close, Damage 4, Crit. 19-20
Unarmed +16	Close, Damage 1

DEFENSE

DODGE	13	**FORTITUDE**	8
PARRY	13	**TOUGHNESS**	6/2*
WILL	10	*Without Defensive Roll	

POWER POINTS

ABILITIES	70	**SKILLS**	48
POWERS	0	**DEFENSES**	24
ADVANTAGES	20	**TOTAL**	162

COMPLICATIONS

Normal Identity: If the bat-gland serum wears off or is countered by an antidote, Man-Bat reverts to Kirk Langstrom, who has STR 0, STA 0, AGI 1, DEX 1, FGT 1, and none of Man-Bat's powers, advantages or skills except for Expertise.
Sensitivity to Light and Sound: Man-Bat's heightened senses are susceptible to loud noises and bright light.

TWO-FACE

Harvey Dent was the youngest man ever elected district attorney in Gotham City, a feat made even more remarkable by the fact that he came from a badly broken home. Unlike most members of Gotham's law-enforcement community in those days, Dent had a reputation for uncompromising honesty. In fact, it was probably his single-minded compulsion to impose justice and order that helped him rise to the top of the legal profession so quickly.

Shortly after he was elected, Dent recognized the young police lieutenant James Gordon and the mysterious vigilante known as the Batman as natural allies in his struggle to clean up Gotham. The three men soon became secret comrades and successfully worked together to break the backs of the crime syndicates that controlled much of the city.

It was during the trial of Boss Maroni, the *capo di tutti capi* of organized crime in Gotham, that Dent's life went awry. Just as a key witness was beginning his testimony, a corrupt assistant D.A. in the pocket of the Falcone crime syndicate threw a vial of sulfuric acid at Dent, badly disfiguring half his face. The damage brought back repressed childhood memories and Harvey's personality underwent a dramatic transformation. He's been obsessed ever since with the struggle between good and evil that takes place in the hearts of all men.

Christening himself **Two-Face**, Dent quickly became one of the most fearsome gangsters in Gotham City. He routinely crosses swords with Batman, who still struggles to find some way to help his old friend. **(Str9)**

PERSONALITY

Like all too many of the Caped Crusader's archenemies, Harvey Dent is almost completely insane. Though his madness only manifested in the wake of the acid attack that mutilated him for life, it's clear now that its seeds were planted when Dent was still a young boy. Evidence has emerged suggesting that young Harvey was often severely beaten by his alcoholic father. Arkham psychiatrists believe these beatings may be the root cause of Dent's split personality disorder and his obsession with duality. Harvey both loved and hated his father, who alternated between cruelty (when he was drinking) and kindness (when he wasn't). Dent's childhood feelings of anger, confusion and fear were rekindled and multiplied the moment he became Two-Face and looked upon his half mutilated visage in the mirror.

Harvey is notoriously unable to reconcile the conflicting impulses of rage and kindness that are at war in his mind, hence his compulsion to resolve every dilemma with a flip of his two- headed coin. When the clean side comes up, he's merciful, but when the scarred side comes up, he's cruel.

POWERS AND ABILITIES

Two-Face has no superhuman powers, but his almost inhuman rage can make him a fearsome and determined opponent in hand-to-hand combat.

Two-Face's most formidable assets, however, are his willpower and intelligence. Two-Face is so sly and cunning that he occasionally falls just short of outwitting Batman himself.

TWO-FACE PL10

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
2	3	2	3	4	2	2	2

EQUIPMENT

Submachine gun: Ranged Multi-Attack Damage 4 • *12 points*

Heavy Pistol: Ranged Damage 4 • *8 points*

ADVANTAGES

All-out Attack, Defensive Roll 3, Equipment 4, Improved Initiative 1, Inspire 2, Leadership, Startle, Taunt, Well-informed

SKILLS

Acrobatics 2 (+5), Athletics 6 (+8), Close Combat (Unarmed) 3 (+9), Deception 12 (+16), Expertise: Law 9 (+14), Insight 8 (+13), Intimidation 10 (+14), Investigation 4 (+9), Perception 8 (+13), Persuasion 4 (+8), Ranged Combat: Firearms 8 (+11), Sleight of Hand 4 (+7), Stealth 6 (+9), Technology 2 (+7), Vehicles 5 (+8)

OFFENSE

INITIATIVE +2

Tommy Gun +11	Ranged Multi-Attack Damage 4
Pistol +11	Ranged, Damage 4
Unarmed +9	Close, Damage 2

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/3*
WILL	12	*Without Defensive Roll	

POWER POINTS

ABILITIES	30	**SKILLS**	46
POWERS	0	**DEFENSES**	28
ADVANTAGES	16	**TOTAL**	150

COMPLICATIONS

Disfigurement: Two-Face is so badly disfigured it's difficult to imagine him ever reentering mainstream society.

Enemy: Batman.

Obsession: Two-face is obsessed with the number two and most of his crimes revolve around that theme.

Random Chance: Two-Face resolves all key decisions with a flip of his two-headed coin: the scarred side evil, the clean side good. The GM can flip a coin (or roll the die: 1–10 evil, 11–20 good) to see what Two-Face will do. It requires a DC 30 Will check to ignore the coin's decision.

ARKHAM ASYLUM

Arkham Asylum is the psychiatric hospital where Gotham houses its most dangerously insane criminals. Once the private estate of the Arkham family, Dr Amadeus Arkham converted it into an asylum after his own mother went mad and committed suicide. Though destroyed several times, the asylum has always been rebuilt to house Gotham's madmen.

JUDGE DREDD

Atomic wars had devastated the landscape, and only the few Mega-Cities, had been able to survive. In a crime-filled world of the future, Judges, would be street cops empowered to act as judge, jury, and executioner in a fantastic urban landscape, surrounded by futuristic towers that reached miles into the sky -"Mega City One" - a vast conurbation sprawling across the Eastern Seaboard of the USA

Outside, barbaric mutant bands roved the blasted countryside, eking out an existence through scavenging and preying upon one another. Within, the introduction of robotic mechanization had driven nearly 90% of the population to unemployment - With the gigantic population (upwards of 800,000,000 at its peak), it was necessary to house people in crowded structures called City-Blocks, Under these conditions, a single citizen could set off a riot

Under these circumstances, justice had to be swift, harsh, and absolute. The Judges could afford no leniency, even in cases of minor infractions, for outbreaks of discontent were considered a danger to the lives of every citizen.

The occupation of a Street Judge was extremely hazardous, and even the best Judges often lost their lives in the performance of their duty. They were given all the defenses advanced technology could manage, including sophisticated weaponry, computer support, Kevlar armor, extra-Constitutional legal powers, and hypnotically implanted updates on wanted criminals. But, a Judge's training was his smost important weapon, and a Judge's training was the best 22nd-century science could give.

Within this world, Judge Dredd was the very best of the Judges. He had been cloned from genetic material evaluated to have the best potential for a Judge. His helmeted visage became the most feared in the underworld of Mega-City crime. **(Str14)**

REAL NAME: JOE DREDD
OCCUPATION: JUDGE
BASE: MEGA CITY ONE
AFFILIATION: STREET JUDGES
HEIGHT: 6' 2"
WEIGHT: 200 LBS
EYES: UNREVEALED
HAIR: BLACK

PERSONALITY

Dredd's name says it all. He is cold, humorless, square-jawed, hard-case, that stands out in a world full of them. He is totally dedicated to the Law, and he is quite rightly feared since he has no qualms at all about using lethal force at the slightest provocation, up to and including nuclear munitions.

POWERS AND ABILITIES

Judge Dredd is genetically engineered to be suited for his job, with 'machine precision' reflexes, and iron nerves, and near-superhuman stamina. He has extensive knowledge of the law, as well as access to a cache of high-tech weaponry and tools, such as his Lawgiver Pistol, and Lawmaster motorcycle.

JUDGE DREDD PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	3	3	10	4	6	7

EQUIPMENT

Daystick: Strength-based Damage 3 • *1 point*
Kevlar Armor: Commlink 2, Protection 3 • *5 points*
Lawgiver Pistol: Array (10 points), Easily Removable *(-4 points)* (Limited to designated Judge) • *6 points*
• **Armor Piercing Bullets:** Ranged Damage 5, Improved Critical • *10 points*
• **Stun Bullets:** Ranged Damage 3 • *6 points*
• **Grenades:** Ranged Burst Area Damage 4 • *1 point*
• **Tear Gas:** Ranged Cloud Area Affliction 3, Extra Condition (Resisted by Fortitude, Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *1 point*

VEHICLE: LAWMASTER MOTORCYCLE • *11 POINTS*

Medium, STR 1, SPD 6, DEF 0, TOU 9, Commlink 2, Navigation System, Remote Control, **Scattergun:** Ranged Damage 4

ADVANTAGES

Assessment, Benefit 4 (Judge), Close Attack 6, Connected, Contacts, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Equipment 5, Evasion, Improved Initiative, Move-by action, Power Attack, Quick Draw, Range Attack 7, Skill Mastery (Intimidation), Sill Master (Civil Law), Startle, Takedown, Tracking, Uncanny Dodge, Well-informed

SKILLS

Athletics 8 (+15), Deception (Bluff) 5 (+12), Expertise: Civil Law 12 (+16), Expertise: Criminology 12 (+16), Expertise: Streetwise 13 (+17), Insight 10 (+16), Intimidation 15 (+22), Investigation 6 (+10), Perception 7 (+13), Persuasion 5 (+12), Sleight of Hand 8 (+11), Ranged Combat: Guns 5 (+15), Treatment 3 (+7) Vehicles 8 (+11)

OFFENSE

INITIATIVE +10

Daystick +16	Close Damage 7
Lawgiver Pistol +15	Ranged, Damage 5, Crit. 19-20
Lawgiver Pistol +15	Ranged, Burst Area Damage 4
Lawgiver Pistol +15	Ranged, Damage 3
Unarmed +16	Close Damage 4

DEFENSE

DODGE	12	**FORTITUDE**	9
PARRY	14	**TOUGHNESS**	8/4*
WILL	13	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	82	**SKILLS**	59
POWERS	0	**DEFENSES**	25
ADVANTAGES	43	**TOTAL**	218

COMPLICATIONS

Responsibility: Judge of Mega-City One
Reputation: The name says it all.

JUGGERNAUT

Cain Marko is Charles Xavier's stepbrother. While they were growing up, Charles accidentally used his telepathic powers to read Cain's mind. Cain felt the contact and believed Charles was deliberately invading his private thoughts. He has held a deep hatred of Professor X ever since.

Cain left home to become a mercenary. During his travels, he found the ruby of Cytorrak, which transformed him into the **Juggernaut**, giving him tremendous physical power. Cain uses the power in one scheme or another in attempts to obtain the things he seeks, be it wealth, respect, or revenge upon Charles Xavier. He sometimes partners with Black Tom Cassidy, who shares many of those same goals.

The Juggernaut's virtual invulnerability and immense strength make him a terrifying foe. In fact, Cain enjoys using his powers and knowing that few things can affect him. The Juggernaut is uneducated and often speaks in simple words, but he can be deceptively canny on occasion. Though he commits crimes, the Juggernaut is really more like a big bully who just likes getting what he wants. **(Str95)**

PERSONALITY

Cain is extremely confident in his powers, which he enjoys immensely. He harbors long-term grudges over minor slights, and feels that he doesn't get the respect he deserves. And of course, he hates Charles Xavier. Although he is firmly in the villain camp, the Juggernaut is not a complete slime, and takes personal debts seriously, partnering with the X-Men in times of extreme need. Cain also has a long-term rivalry with the Hulk.

POWERS AND ABILITIES

The Juggernaut is one of the most physically powerful beings on Earth. His mystical power grants him Hulk-level strength as well as surrounding him with a mystical energy that enables him to become an irresistible, unstoppable, moving object. Once he begins to walk in a certain direction, no obstacle or force on Earth is powerful enough to stop him. Only he can stop himself. Some obstacles – many tons of rock, for example – have been known to slow his pace considerably, but nothing can stop him from advancing permanently.

The mystical energy of Cytorrak also makes the Juggernaut impervious to almost all injury up to and including nuclear weaponry. He does not need food, water, or air.

Although his body is unstoppable, the Juggernaut's mind is still vulnerable to certain psionic or magical energies. His helmet protects him specifically from this type of psionic damage.

The only stipulation to the Juggernaut's power is that the demon Cytorrak feeds on rage and destruction and that is what is required to fully exploit the power of Cytorrak's ruby. During times of reformation and reconciliation with the X-Men, the Juggernaut has suffered a marked drop in his abilities, which was corrected once he accepted his nature and re-embraced his villainous ways.

REAL NAME: CAIN MARKO
OCCUPATION: MERCENARY **BASE:** MOBILE
AFFILIATION: PARTNER OF BLACK TOM CASSIDY
HEIGHT: 6' 9 **WEIGHT:** 900 LBS
EYES: BLUE **HAIR:** RED

JUGGERNAUT — PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	18	-1	0	6	0	-1	1

POWERS

Force Field: Immunity 80 (Toughness Effects, Limited to Half Effect • *80 points*
Helmet: Immunity 20 (Mental Effects), Removable (-4 points) • *16 points*
Invulnerable: Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Healing Factor (Regeneration) 2, Impervious Toughness 20, Protection 2 • *435 points*
Nothing Stops The Juggernaut: Enhanced Strength 8, Limited to Movement and Resistance Effects • *8 points*
Shockwave: Burst Area Damage 12, Limited: Both the Juggernaut and his targets must be in contact with the ground • *12 points*
• **Groundstrike:** Burst Area Affliction 10, (Resisted by Fortitude; Dazed, Stunned), Instant Recovery, Limited Degree, Limited: Both the Juggernaut and his targets must be in contact with the ground • *1 point*

ADVANTAGES

All-out Attack, Fearless, Great Endurance, Improved Hold, Improved Initiative 4, Power Attack, Ultimate Effort (Toughness)

SKILLS

Close Combat: Unarmed 3 (+9), Intimidation 18 (+19), Ranged Combat: Throwing 9 (+8)

OFFENSE

INITIATIVE +3

Throw + 8	Ranged, Damage 18
Unarmed +9	Close Damage 18

DEFENSE

DODGE	8	**FORTITUDE**	18
PARRY	8	**TOUGHNESS**	20*
WILL	4	*Without Force Field	

POWER POINTS

ABILITIES	78	**SKILLS**	15
POWERS	153	**DEFENSES**	18
ADVANTAGES	10	**TOTAL**	282

COMPLICATIONS

Enemies: Charles Xavier, the X=Men
Power Loss: All of the Juggernaut's powers come from the Ruby of Cytorrak, and if he does not act in destructive fashion, he begins to lose ranks of STR, STA, Enhanced Strength, and loses his Immunity.
Relationships: The Juggernaut's relationships are primarily bad ones, with the worst case being that with his stepbrother, Charles Xavier, although he has had a long-term partnership with Black Tom Cassidy. He has also worked with Magneto on a number of occasions.
Rivals: The Hulk. Thor. Anyone with a rep for being strong.

CYTORRAK

Cyttorak is an immensely powerful extra-dimensional being, that rules the 'Crimson Cosmos' – an extra-dimenstional realm in the Outer Planes, which he might have created upon his exhile from Earth 1000 years ago. Cyttorak is one of the 'mystic principalities' – entities of great power that share proporties of both gods and demons. Cyttorak typically appears in one of two aspects – a godlike being granting magical power to spells, or a more violent, demnic from granting physical powers. His godlike aspect generall grants magical energies to others invoking his name in proper fashion, usually via spells. While seeking worship, Cyttorak appears mostly aloof, even oblivious to the affairs of the moral plane. Nevertheless, he gains mystic power directly from worshipers belief, as well as the act of being petitioned by sorcerors such as Doctor Strange, who often invokes the Crimson Bands of Cyttorak. (See entry for **Doctor Strange**)

CYTORRAK PL20/PLX2 • 573 POINTS

STR 20 STA 20 AGL 0 DEX 0 FGT 10 INT 12 AWE 20 PRE 20
Powers: Exocentric Magic: Variable 25 (Any Powers with the Magical Descriptor), Enhanced Skill (Ranged Combat 14), **Mystic Entity:** Immunity 30 (Fortitude), **Ruler of the Crimson Cosmos:** (Perception Ranged Transform Continuous 25 (Anything to Anything, Limited to the Crimson Cosmos)
Advantages: All-Out Attack, Assessment, Benefit 12 (Ruler of the Crimson Cosmos), Connected, Die Hard, Great Endurance, Power Attack, Well-Informed
Offense: Initiative +0, Magic +14 (Ranged, Damage 25), Reality Manipulation (Perception, Ranged Damage 25)
Defense: Dodge 12, Parry 12, Fortitude Immune, Toughness 20, Will 20
Totals: Abilities 204 + Powers 337 + Advantages 18 + Skills 0 + Defenses 14 = 573

KARATE KID

Val's father was the Black Dragon, an infamous crime lord, and his mother an American secret agent who died trying to protect him. Val was raised by the hero who eventually killed the Black Dragon and trained him to become a great warrior. Val then traveled across the galaxy to learn more fighting styles.

When Val returned to Earth, he found that the Legion of Super-Heroes were searching for new recruits to help fend off a creature of incredible power called a Sun Eater. Taking the name '**Karate Kid'**, he applied and, although he had no powers, was accepted, when he challenged Superboy to single combat and so impressed the Boy of Steel that Superboy vouched for his admission to the Legion His Legion career almost ended ignominiously when fellow recruit Nemesis Kid framed him for betraying Earth to the Khunds, but Nemesis Kid's own treachery was discovered in time, and Val went on to become one of the greatest Legionnaires ever. As Karate Kid, Val was the Legion's leader for one term and once took on the entire Fatal Five single-handedly, clearly defeating the Persuader, Emerald Empress, and Mano (though Mano was largely a matter of luck as the Kid admitted to himself). At one point or another he launched solo flying kicks at villains whose power level far exceeded Superboy, including Validus, Mordru, Omega and even Darkseid. Though they had little effect, they showed the degree of his fearless courage

He traveled to the 20th century to prove his worthiness to marry Princess Projectra, (where he fought Batman to a standstill in hand-to-hand combat before Batman out-foxed him) and eventually became Projectra's official consort. But shortly after their union, Val died at the hands of Nemesis Kid who, when the Legion of Supervillains invaded Earth, beat Val almost to death. Val wanted to continue to fight so that he could die in battle—the ultimate honor by his cultural standards - but at Projectra's urging, Val instead used his remaining strength to destroy the machines that were facilitating the invasion. In revenge, Projectra killed Nemesis Kid and the battle was won. A memorial to Val was built on Shanghalla.

Val was returned to life by unexplained means and has since served with the Legion on several missions. He traveled in time again to the 21st century with Triplicate Girl to oppose Brother Eye as well as the tyrant Darkseid. **(Str12)**

PERSONALITY

Courageous and driven, Val never backs down from any challenge, and often bites more than he can chew as he tries to prove himself, not to others, but to himself. Despite this apparent rashness, Val can be calm and spiritual thanks to his martial arts training.

Val has the support and friendship of all other Legionnaires. In one timeline, he fell in love and married Princess Projectra, while in another he was attracted to Shadow Lass.

POWERS AND ABILITIES

Val has no power other than his unbreakable resolve. He is, however, a master of all martial arts known in the 31st century, from ancient Earthling fighting styles to those of alien species. He can combine and improvise martial arts techniques along with his Legion flight ring to great effect.

REAL NAME: VAL ARMORR
OCCUPATION: LEGIONNAIRE, CRIMEFIGHTER
BASE: METROPOLIS, 30TH CENTURY EARTH
AFFILIATION: LEGION OF SUPER HEROES
HEIGHT: 5' 8" **WEIGHT:** 160 LBS
EYES: BROWN **HAIR:** BROWN

KARATE KID PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
4	4	7	6	13	2	3	2

EQUIPMENT

Flight Ring: Communication 5 (subspace radio, Anywhere, Limited to Distress Signal –3 points); Flight 7 (250 MPH), Removable (–3 points) • *16 points*
Telepathic Plug: Comprehend 3 (Languages); Mental Communication 1 (Close Range), Removable (–1 point) • *7 points*
Transsuit: Immunity 9 (Life Support, except for starvation and thirst), Removable (–2 point) • *7 points*

ADVANTAGES

Agile Feint, All-out Attack, Assessment, Benefit 1 (Legion membership), Chokehold, Close Attack, Defensive Attack, Defensive Roll 2, Diehard, Equipment 6, Evasion, Fast Grab, Fearless, Great Endurance, Improved Aim, Improved Critical 2 (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Hold, Improved Initiative, Improved Smash, Improved Trip, Move-by Action, Power Attack, Prone Fighting, Redirect, Set-up, Skill Mastery (Acrobatics), Takedown 2, Teamwork, Ultimate Effort (Assessment checks), Uncanny Dodge, Weapon Bind, Weapon Break

SKILLS

Acrobatics 10 (+17), Athletics 12 (+16), Close Combat: Unarmed 6 (+20), Expertise: Fighting Styles 12 (+15), Insight 12 (+15), Perception 8 (+11), Stealth 6 (+13), Treatment 10 (+13)

OFFENSE

INITIATIVE +9

Martial Strike +20	Close, Damage 4, Penetrating 4, Crit. 18-20

DEFENSE

DODGE	14	**FORTITUDE**	10
PARRY	16	**TOUGHNESS**	8/4*
WILL	12	*Without Defensive roll	

POWER POINTS

ABILITIES	74	**SKILLS**	52
POWERS	0	**DEFENSES**	20
ADVANTAGES	21	**TOTAL**	167

COMPLICATIONS

Overconfidence: Val will charge any enemy in battle, regardless of their apparent level of power, Kryptonian, Daxamite, or Rampaging Dinosaur.
Relationships: Val has the support and friendship of all other Legionnaires. In one timeline, he fell in love and married Princess Projectra, while in another he was attracted to Shadow Lass.
Enemies: Val shares traditional enemies with the rest of the Legion

ULTIMATE MARTIAL ARTS MASTER

The Karate Kid's science-fiction-level martial arts skills have accomplished seemingly impossible feats, that have ranged anywhere from punching holes through th hulls of starships, to holding the Pre-Crisis, planet-moving Superboy in an arm-lock, leaving him helpless to free himself.
Even more than Lady Shiva, the Karate Kid's fighting skills are really their own power. The stats here represent Val scaled back somewhat for modern continuity, although he has still shown the ability to physically engage modern, similarly scaled-down Kryptonians and Daxamites, and will, in fact, go out of his way to take on such powerful foes in order to demonstrate his skill..

KA-ZAR

Kevin Plunder is the oldest son of famed British nobleman and explorer, Lord Robert Plunder, the discoverer of the Antarctic Lost World called the Savage Land. Lord Robert brought his eldest son there, but was murdered by natives. As the savages were about to kill the boy, a sabertoothed tiger burst from the jungle and rescued him. The boy and the tiger immediately formed an empathic bond and became inseparable. As he grew to adulthood, the natives started calling him **'Ka-Zar'**, which translates into 'son of the tiger.'

Later, visitors from the outside world, including the X-Men and Kevin's younger brother, Parnival, spurred his interest in reclaiming his heritage. Though he still live in the hidden jungle, Ka-Zar began to immerse himself in Western culture, aided by his American companion Shanna O'Hara (Shanna the She-Devil). The two married and now have a son named Mathew.

Ka-Zar has, with help from the X-Men and the Avengers, defended the Savage Land against repeated assaults by Zaladane and the Savage Land Mutates, but was unable to protect it from the cosmic might of Terminus. He and Shanna were rescued by the Avengers, but returned to the Savage Land after Zaladane, Garokk, and the High Evolutionary used technology to recreate the realm.

Ka-Zar and Shanna pursued Parnival to New York City after Parnival stone the alien technology that maintains the Savage Land's jungle environs. He triggered the device in the heart of Manhattan and the couple battled with both Parnival and his cosmic master, Thanos, to keep the urban jungle from becoming a real one. Zabu, Ka-Zar's sabertoothed companion is always at his side. **(Str10)**

PERSONALITY

Ka-Zar is a man caught between two worlds. The world of the Savage Land requires physical strength, while the world of man requires more subtle survival skills. He loves his family, but he struggles with fatherhood. Since he never had a childhood he now feels as though he has missed out on something important.

POWERS AND ABILITIES

Although legend has it that Ka-Zar was endowed with superhuman strength by the vapors in the Land of Mists, this is not true. Ka-Zar possesses no superhuman physical powers, but his natural athletic, hunting, foraging, and combative abilities have been honed to the peak of human perfection by spending two-thirds of his life surviving in the wilds of the Savage Land.

While Ka-Zar has a general familiarity with a wide variety of basic weapons, the only one he uses regularly is the large knife he made from native materials.

Ka-Zar sometimes uses a slingshot and has, at times, carried a bow and arrow. He has specialized his hunting and fighting skills specifically to combat the prehistoric fauna of the Savage Land, and has killed dinosaurs as large as a T. rex armed with only his knife.

REAL NAME: LORD KEVIN PLUNDER
OCCUPATION: LORD OF THE SAVAGE LAND
BASE: SAVAGE LAND **AFFILIATION:** NONE
HEIGHT: 6' 2" **WEIGHT:** 215
EYES: BLUE **HAIR:** BLOND

KA-ZAR PL10

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	5	7	9	2	3	2

POWERS

Lord of the Savage Land: Enhanced Skills 6 (Acrobatics 2, Survival 2, Stealth 2, Limited to Jungle environments), Enhanced Skill 6 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) • *20 points*

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, All-out Attack, Animal Empathy, Close Attack 4, Defensive Roll 4, Diehard, Equipment 2, Improved Critical (Knife), Improved Initiative, Instant Up, Languages 3, Power Attack, Uncanny Dodge

SKILLS

Acrobatics 9 (+14), Athletics 12 (+15), Close Combat (Unarmed) 4 (+113), Expertise (Jungle) 13 (+15), Expertise (Survival) 13 (+15), Insight 4 (+7), Intimidate 8 (+10), Investigate 4 (+6), Perception 6 (+9), Persuasion 4 (+6), Ranged Attack (Thrown Weapons) 4 (+13), Stealth 8 (+12)

OFFENSE

INITIATIVE +10

Bow +11	Ranged, Damage 5, Crit. 19-20
Knife +13	Close, Damage 5, Crit 19-20
Spear +11	Ranged, Damage 6, Crit. 19-20
Unarmed +13	Close Damage 3

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	8/4*
WILL	12	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	70	**SKILLS**	45
POWERS	20	**DEFENSES**	23
ADVANTAGES	23	**TOTAL**	181

COMPLICATIONS

Relationships: Ka-Zar's primary relationship is with his wife, Shanna, and his son, Kyle. He has a strong bond with the saber-toothed tiger, Zabu
Responsibility: Guardian of the Savage Land
Temper: Ka-Zar is known for his Berserker rages.

SHANNA THE SHE-DEVIL

Shanna is the only child of Gerald O'Hara, a wealthy American with farming and diamond operations throughout Africa. She spent her early childhood there, but was sent back to the States following the death of her mother. There she grew up, went to school and eventually became a veterinarian.

As an adult, she returned to Africa and worked at the Dohamey Reserve, living wild in the jungle and protecting wildlife from poacher and other exploiters. While there, she formed a special bond with two orphaned leopard cubs. Eventually fate brought her to the Savage Land, where she made her permanent home. She met and fell in love with Ka-Zar. They eventually married and had a boy named Mathew.

The couple relocated from the Savage Land to New York City, where Ka-Zar's new-found love for technology threatened their marriage. A greater threat – and one that might have had consequences for the whole galaxy maintains the Savage Land's prehistoric jungle for his own nefarious ends. Shanna and Ka-Zar reaffirmed their

SHANNA THE SHE-DEVIL PL9

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
1	2	5	6	5	2	2	2

POWERS

Jungle Queen: Enhanced Skills 5 (Acrobatics 2, Survival 2, Stealth 1, Limited to Jungle environments), Enhanced Skill 5 (Persuasion, Limited to Animals), Movement 4 (Safe Fall, Sure-Footed 2, Swinging) • *16 points*

EQUIPMENT

Bow: Ranged Damage 5 • *5 points*
Knife: Strength-based Damage 2 • *2 points*
Spear: Strength-based Damage 3 • *3 points*

ADVANTAGES

Agile Feint, Animal Empathy, Close Attack 3, Defensive Roll 4, Equipment 2, Improved Critical (Knife), Improved Initiative, Instant Up, Languages 3

SKILLS

Acrobatics 8 (+13), Athletics 10 (+12), Close Combat 5 (+10), Expertise (Jungle) 8 (+10), Expertise (Survival) 8 (+10), Insight 4 (+6), Perception 8 (+10), Persuasion 10 (+12), Ranged Attack (Bow, Spear) 4 (+10), Stealth 9 (+14)

OFFENSE

INITIATIVE +5

Bow +10	Ranged, Damage 3, Crit. 19-20
Knife +10	Close, Damage 3, Crit 19-20
Spear +10	Ranged, Damage 4, Crit. 19-20
Unarmed +10	Close Damage 1

DEFENSE

DODGE	12	**FORTITUDE**	7
PARRY	10	**TOUGHNESS**	6/2*
WILL	5	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	50	**SKILLS**	33
POWERS	16	**DEFENSES**	20
ADVANTAGES	22	**TOTAL**	141

COMPLICATIONS

Hot Temper: She isn't called 'She-Devil' for nothing.
Relationships: Shanna's primary relationships are with her husband, Lord Kevin Plunder (Ka-Zar), their son, Adam Kyle Mathew Plunder, and their pet Smilodon, Zabu.
Earth Mother and Super-Shanna: As 'Earth Mother', she had Mind Control 15 (limited to Savage Land fauna).
'Super-Shanna' was a clone created as a part of a Nazi 'Super-Soldier' experiment, with no relation to Shanna O'Hara/Plunder. This clone had STR 7, STA 5.

relationship while fighting to save their family and the entire world.
Shanna briefly possessed the godlike status of 'Earth Mother', with control over the entire Savage Land. Realizing that she was losing touch with her own personality, she had the High Evolutionary remove this power. Having her consciousness torn back away from the Earth has been traumatic, and she is now trying to reestablish a bond with the Savage Land on her own terms. **(Str6/8)**

PERSONALITY

Shanna is hot-tempered and high-spirited, always preferring the direct approach dealing with friends or enemies. Sometimes she lets her anger get the best of her, as might be expected from one nicknamed 'She-Devil'. Nevertheless, she is loyal to those she cares for, most notably her family and the animals of the world.

POWERS AND ABILITIES

Shanna is an Olympic-class athlete and acrobat who's hunting, foraging, and fighting skills are honed to the peak of human ability. She is a trained pilot as well as a vet with a natural rapport with animals, When she was the 'Earth Mother' she could control animals, plants, the environment, accelerate evolution, and sense all the individual living creatures worldwide.

ZABU

Zabu is one of the last of a species of saber-toothed cats indigenous to the Savage Land. Zabu resembles the extinct Smilodon of Prehistoric North America, although he is much larger and more massive than any known specimen of Smilodon. Zabu was orphaned as a cub when his mother and family were killed by the savage tribe of Maa-Gor who hunted the big cats nearly to extinction. Zabu grew to adulthood with a deep hatred of the human tribes.
Zabu eventually found a mate, one of the last female saber-tooth cats in the Savage Land, rescuing her from one of Maa-Gor's traps, and he fathered a litter of cubs. But his happiness was short-lived, as he returned from hunting one day to find that Maa-Gor had killed his wife and entire family. Enraged, Zabu backtracked Maa-Gor's hunting party where he found them in the process of murdering Lord Robert Plunder, and about to kill his young son Kevin. Zabu attacked Maa-Gor's people, saving the young boy who, in turn, saved Zabu by shooting Maa-Gor before he could plant his spear in Zabu's back. The two adopted each other and are inseparable to this day. **(Str24)**

ZABU	PL10 90 POINTS
Abilities: **Str** 7 **Sta** 4 **Agi** 3 **Dex** 1 **Fgt** 6 **Int** -3 **Awe** 2 **Pre** 0	
Growth: Growth 2 (Innate; Permanent, –1 active defenses included),), **Senses 2** (Low-Light Vision, Scent), Protection 2, **Claws:** Strength-based Damage 2, **Saber-Teeth:** Strength-based Damage 4, Penetrating 10	
Advantages: All-out Attack, Fast Grab, Improved Critical (Saber-Teeth) 2, Improved Hold (Claws), Power Attack	
Skills: Close Combat: Claws 3 (+9), Close Combat: Sabers 3 (+9), Perception 6 (+8), Stealth 8 (+11)	
Offense: Initiative +3, Claws +9, Close Damage 9, Sabers +9, Close Damage 11 (Penetrating 10) Crit. 19-20	
Defense: Dodge 6, Parry 7, Fortitude 6, Will 3, Toughness 6	
Totals: Abilities 40 + Powers 24 + Advantages 8 + Skills 10 + Defenses + 8 = 90	
Complications: **Relationships:** Zabu is the faithful companion of Ka-Zar the Savage and Shanna the She-Devil. He will fight to the death on their behalf.	

KING KONG

Kong was the last known member of a giant species of gorilla that flourished among the prehistoric relics of the infamous Skull Island. Apparently introduced to the prehistoric fauna several million years ago, this lineage of giant apes had reached is evolutionary end with Kong, who himself had lived to a great grand old age before Skull Island was discovered by movie producer, Carl Denham.

Denham brought with him the young actress Ann Darrow, who was kidnapped by the small tribe of indigenous humans who, as was their custom, offered her to Kong as a sacrifice. Entranced by Ann's beauty, Kong took her with him up to his lair high in the mountains of Skull Island, protecting her from any number of the island's reptilian denizens. Ann was eventually rescued by Jack Driscoll, Denham's screenwriter (or the ship's first mate, in the original) and Kong himself was captured via the use of gas-bombs. The mighty ape was taken back to New York City and put on public display. Kong's captivity was not to last long, however; he soon broke free, setting about the city in search of Ann, eventually taking her with him to the top of the Empire State Building. The reign of **King Kong** came to an end as that became the site of his grand last stand when he was shot down by fighter planes – or, as Carl Denham intoned over the big apes fallen body, 'twas beauty killed the beast.'.

Years later, another giant ape was discovered dwelling on an island not far from the isles of Japan. This particular ape had been exposed to radioactive fallout, growing to several times the size of Kong, (sufficient to contend with giant radioactive dinosaur known as Godzilla), but it is not known if this had once been a lost member of Kong's tribe, or simply a normal specimen of gorilla. **(Str39)**

PERSONALITY

Kong is a dominant, silverback male of his species, starting to get on in years; in battle, he is ferocious, cunning, and very territorial, driving other animals from his territory and attacking the big predators like the giant Vastatosaurus on sight; He is obsessively and dangerously protective of Ann Darrow. He also has a personal grudge against Jack Driscoll

POWERS AND ABILITIES

Kong is an eight-ton gorilla – with bludgeoning fists, and dangerous fangs, combined with an ape's intelligence and agility, Kong is more than a match for most of the big theropods and other denizens of Skull Island. In fact, he has developed a fighting style specifically tailored to the big tyrannosaurs on the island, making him a sort of 'Dinosaur Specialist'

REAL NAME: KONG
OCCUPATION: RULER OF SKULL ISLAND
BASE: SKULL ISLAND
HEIGHT: 25 **WEIGHT:** 8 TONS
EYES: BLACK **HAIR:** BLACK

KING KONG — PL12

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	10	3	2	8	-2	3	2

POWERS

Growth: Growth 8 (Innate; Permanent) • *16 points*
Monstrous Fists: Strength-based Damage 1 • *1 point*
Senses: Senses 2 (Low-Light Scent) • *2 points*
Thick Hide: Protection 1 • *1 point*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Takedown

SKILLS

Acrobatics 4 (+7), Athletics 3 (+14), Close Combat (Unarmed) 4 (+12), Perception 6 (+9), Expertise (Survival) 4 (+4)

OFFINSE

INITIATIVE +3

Unarmed +12 — Close Damage 11

DEFENSE

DODGE	4	**FORTITUDE**	14
PARRY	8	**TOUGHNESS**	11
WILL	5		

POWER POINTS

ABILITIES	40	**SKILLS**	11
POWERS	19	**DEFENSES**	15
ADVANTAGES	7	**TOTAL**	94

COMPLICATIONS

Enemies: On his native Skull Island, virtually all creatures are enemies, particularly the modern tyrannosaur, *Vastatosaurus rex.*

Obsession: Kong is obsessed with Ann Darrow, defending her against all attackers, and pursuing her across great distances.

HISTORY OF KONG

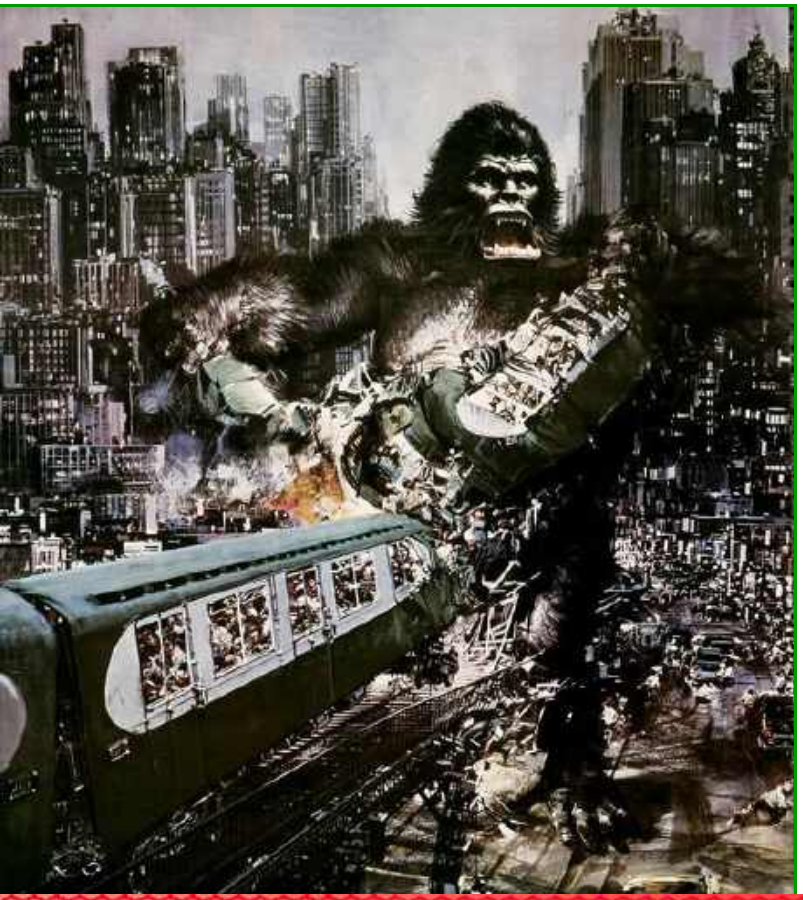
In 1933, Kong firmly took his place in pantheon of great monsters, among Dracula, Frankenstein, the Wolf-Man, and ushered in a whole new archetype – the 'giant monster on the loose'. Although Kong technically was not the first (that honor goes to the Brontosaurus in the silent version of the Lost World), he set the bar as the state-of-the-art creature feature for sixty years. He has spawned a slew of imitators – everything from Mighty Joe Young, to Kongorilla – as well as a marching army of giant insects, reptiles, dinosaurs, and along with the Beast From 20,000 Fathoms, was a direct inspiration for Godzilla. And of course, all the Ray Harryhausen creatures owe their original inspiration to Kong. Kong himself has undergone a number of incarnations over the years, including a stint through Tokyo, and two remakes. Peter Jackson's Kong would have duplicate stats as above – though technically scaled slightly larger – the original Kong was scaled at 18' in the Skull Island sequences, and 24' in New York – the Jackson' Kong was simply scaled to 25' with the Skull Island fauna adjusted up to match. Other versions of King Kong are listed here.

KING KONG 1976

Dino De Laurentiis unfortunate 1976 remake of King Kong was a disappointment on a number of levels – the first being the jettisoning of nearly the entire cast of the original Skull Island monster menagerie – represented in the '76 remake by a single stagy-looking giant snake. The cast of characters is transformed from a film crew into an oil expedition, and Kong's love interest, 'Dwan', (played by Jessica Lange in her motion picture debut), is in the permissive 70's, pointedly the sort of fame-hungry floozy that Ann Darrow was not.

Kong himself is partially rescued by talented make-up man/costume designer, Rick Baker (An American Werewolf in London), who insisted that Kong actually be portrayed as a gorilla instead of the half-human 'missing link' concept De Laurentiis had wanted – a concept that nevertheless, reflected in Kong's upright, human-like stance. Baker did what he could, playing the role of Kong himself. Carlos Rambaldi (Alien) contributed the effective facial expressions of the Kong mask and, more famously, created the giant, 40 foot Kong automation that was actually only used in a few brief shots, due to its stiff, limited movement.

It's still Kong, and there are a few good points, including the iconic image of Kong astride the twin towers of the World Trade Center – becoming a period piece for no other reason than that – the giant Kong hand is effective as well. But all in all, not enough respect given the original. **(Str41)**



KING KONG — PL12

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
11	11	3	2	8	-2	3	2

POWERS

Growth: Growth 9 (Innate; Permanent) • *18 points*
Monstrous Fists: Strength-based Damage 1 • *1 point*
Senses: Senses 2 (Low-Light Scent) • *2 points*
Thick Hide: Protection 1 • *1 point*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Takedown

SKILLS

Acrobatics 4 (+7), Athletics 3 (+14), Close Combat (Unarmed) 4 (+12), Perception 6 (+9), Expertise (Survival) 4 (+4)

OFFENSE

INITIATIVE +3

Unarmed +12 — Close Damage 12

DEFENSE

DODGE	4	**FORTITUDE**	14
PARRY	8	**TOUGHNESS**	12
WILL	5		

POWER POINTS

ABILITIES	40	**SKILLS**	11
POWERS	22	**DEFENSES**	14
ADVANTAGES	7	**TOTAL**	96

COMPLICATIONS

Enemies: On his native Kong Island, virtually all creatures are enemies, particularly the population of giant constrictors
Obsession: Kong is obsessed with Dwan, and will defend her against all attackers, and pursuing her over great distances.

POWERS AND ABILITIES

The 1976 King Kong was larger than the original (or the 2005 Kong), and walked upright like a human rather than the mostly quadruple gait of a true gorilla, which has led to the suggestion that this is a different species than the Megaprimatus that was found on Skull Island (perhaps related to the similarly upright-walking Kong that was discovered on Faro Island in Japan).

The 1976 Kong was later resurrected and given an artificial heart in a sequel (serious), and fathered a son with a giant female ape apparently also found on the same island.

KING KONG TOHO — PL15

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
19	19	3	2	8	-2	3	2

POWERS

Electricity Absorption Damage 18 (electricity; limit: touch only), Fades • *18 points*
Growth: Groundstrike (Burst Area Affliction 10, Resisted by Fortitude; Vulnerable, Defenseless, Involuntary with every footstep), Growth 17 (Innate; Permanent), Strike 6 • *50 points*
Monstrous Fists: Strength-based Damage 1 • *1 point*
Senses: Senses 2 (Low-Light Scent) • *2 points*
Thick Hide: Protection 2 • *2 points*

ADVANTAGES

All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Takedown

SKILLS

Acrobatics 4 (+7), Athletics 3 (+23), Close Combat (Unarmed) 2 (+10), Perception 6 (+9), Expertise (Survival) 4 (+4)

OFFENSE

INITIATIVE +3

Electric Shock +10	Close Damage 18
Unarmed +10	Close Damage 20

DEFENSE

DODGE	-1	**FORTITUDE**	19
PARRY	3	**TOUGHNESS**	20
WILL	5		

POWER POINTS

ABILITIES	40	**SKILLS**	11
POWERS	73	**DEFENSES**	13
ADVANTAGES	1	**TOTAL**	138

COMPLICATIONS

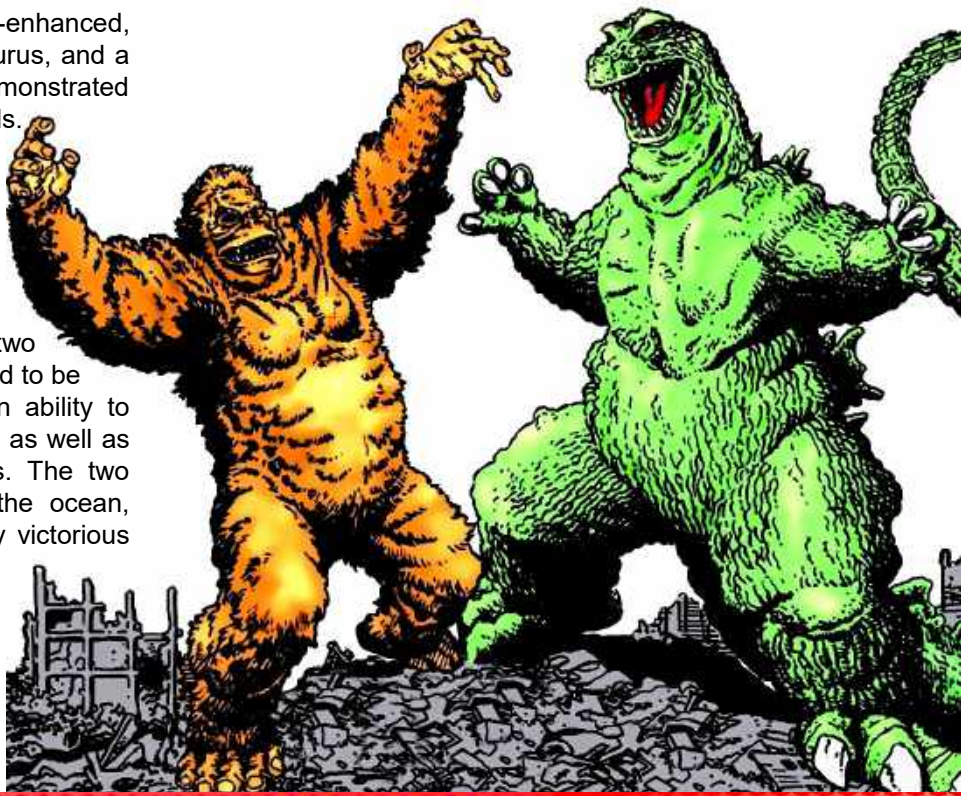
Enemies: On his native Faro Island, virtually all creatures are enemies, particularly the giant modern tyrannosaur, Gorosaurus. Kong also has enmity with Godzilla.
Obsession: The Megaprimatus species – wherever you find them - seems to have a thing for blondes, although the Toho Kong seems to like Japanese chicks too.

POWERS AND ABILITIES

Besides his Kaiju-proportions, the Toho King Kong possessed the ability to absorb strength from electricity, as well as the ability to channel this electricity into electrical attacks with his hands, while grappling with an opponent. The nature of this ability was never explained, although it presumed to be another result of his exposure to nuclear fallout. **(Str145)**

TOHO KONG

In 1962, yet another giant ape was discovered living on Faro Island in Japan – this one much larger than the Skull Island Kong, likely from exposure to the nuclear fallout that created many of the giant mutations that sprang up out of the Orient. Faro Island, also boasted prehistoric relic species, similarly growth-enhanced, including a relic tyrannosaur species, Gorosaurus, and a giant octopus. The Faro Island Kong also demonstrated affection for human women – particularly blonds.
The giant Kong was captured and taken to Tokyo, intending to put him on display.
However, the monster, Godzilla had just re-emerged from hibernation an had launched an attack on Japan. Deciding to pit the two monsters against each other, the Japanese authorities ordered Kong freed and the two engaged in a running battle that Kong appeared to be losing until revealing the previously unknown ability to absorb energy from lightning, gaining strength as well as the ability to deliver tactile electrical attacks. The two eventually toppled together off a cliff into the ocean, whereupon Kong emerged alone – seemingly victorious and set off back to Faro Island.
The **Toho Kong** later battled and defeated his evil mechanical doppelganger, 'Mecha-Kong',



OTHER GIANT APES

SON OF KONG — PL10 79 POINTS

Abilities: Str 9 **Sta** 9 **Agi** 3 **Dex** 2 **Fgt** 6 **Int** -2 **Awe** 3 **Pre** 2

Powers: Growth: Growth 7 (Innate; Permanent) ,**Monstrous Fists:** Strength-based Damage 1, **Senses:** Senses 2 (Low-Light Scent),**Thick Hide:** Protection 1

Advantages: All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Takedown

Skills: Acrobatics 4 (+7), Athletics 3 (+12), Close Combat (Unarmed) 4 (+10), Perception 6 (+9), Expertise (Survival) 4 (+4)

Offense: Initiative +3, Unarmed +10, Close Damage 10

Defense: Dodge 5, Parry 9, Fortitude 9, Will 5, Toughness 10

Totals: Abilities 36 + Powers 17 + Advantages 7 + Skills 11 + Defenses + 11 = 79

Complications: Enemies: On his native Skull Island, virtually all creatures are enemies, particularly the modern tyrannosaur, Vastatosaurus rex.

SON OF KONG

Although King Kong was believed to be the last surviving member of *Megaprimatus kong* on Skull Island, rumors persist of an albino juvenile – 'Little Kong' – discovered on producer, Carl Denham's return trip to the island.

Little Kong was not-quite full grown and had a much more friendly temperament than his sire, befriending and protecting Denham and his party from the island's reptilian denizens – including a bizarre dragon-like beast – as well as a particularly temperamental giant, prehistoric cave-bear.

Little Kong's existence was never confirmed to the outside world and he was then lost himself, when Skull Island finally sank beneath the ocean, destroying the population of relic species that had survived on the island for millions of years.

Demonstrating his benevolent nature, Little Kong sacrificed his own life to save that of Denham himself – with his own foot trapped in a fissure, he held Denham above the ocean surface even as the island sank

Because Carl Denham was known to be less than honest and beset by debt over King Kong's initial rampage, the truth behind the existence of Little Kong remains uncertain, although in the decades since, other examples of giant apes and other relic species have been discovered in isolated pockets around the world, although particularly concentrated in the pacific island chains, such as on Faro Island in the waters off Japan, and on an uncharted island in 1976 by an oil company. **(Str35)**

MIGHTY JOE YOUNG — PL10 67 POINTS

Abilities: Str 8 **Sta** 8 **Agi** 3 **Dex** 2 **Fgt** 6 **Int** -2 **Awe** 3 **Pre** 2

Powers: Growth: Growth 6 (Innate; Permanent) ,**Monstrous Fists:** Strength-based Damage 1, **Senses:** Senses 2 (Low-Light Scent),**Thick Hide:** Protection 1

Advantages: All-out Attack, Fast Grab, Fearless, Improved Grab, Improved Hold, Takedown

Skills: Acrobatics 4 (+7), Athletics 3 (+11), Close Combat (Unarmed) 4 (+10), Perception 6 (+9), Expertise (Survival) 4 (+4)

Offense: Initiative +3, Unarmed +10, Close Damage 9

Defense: Dodge 5, Parry 9, Fortitude 8, Will 5, Toughness 9

Totals: Abilities 36 + Powers 15 + Advantages 7 + Skills 11 + Defenses + 11 = 67

Complications: Enemies: Poachers. **Relationships:** Joe is a lifelong companion of Jill Kelly.

MIGHTY JOE YOUNG

Mighty Joe Young was an extremely large African gorilla – suggested as a case of clinical gigantism – but still a normal gorilla, as opposed to a giant prehistoric throwback species.

As a young ape, 'Big Joe' befriended the young girl, Jill Kelly, who was living in Africa with her conservation activist mother. After both Joe's and Jill's mothers were simultaneously killed by poachers, the two orphans adapted each other. However, although Joe continued to live in the wild, word of his presence begin to spread – and Jill knew that a two-thousand pound gorilla would be an irresistible temptation for trophy hunting poachers, and that Joe's days were numbered.

After a conservation group offered Joe an on-site sanctuary in United States, Jill accepted, uprooting herself to go live with Joe in America. Unfortunately, the fanfare from Joe's arrival attracted the attention of the very same poachers who had killed both Jill and Joe's mothers. In an effort to finally claim Joe as a trophy, the poachers instead caused him to fly into a rage, escaping and killing the poachers.

Now branded as a killer ape, the authorities pursued Joe across the city with helicopters and rifles, but his subsequent efforts in saving a little boy on a burning Ferris wheel (in the original Willis O'Brien/Ray Harryhausen version, Joe saved a building-full of children from a burning orphanage), earned him public support enough for a stay of execution, as well as finally drawing enough donation money to provide him a reserve of protected land on which to live. **(Str28**

ANN DARROW

As portrayed by Fay Wray, the 'girl with the golden lungs' – so named due to her piercing screams – **Ann Darrow** was simply a starving out-of-work, depression-era woman, and fell pretty much into the role of helpless damsel in distress, to be rescued by either Kong or Jack Driscoll.

The same could be said of Jessica Lange's 'Dwan' in 1976, although whereas Fay Wray was pretty much terrified by Kong, 'Dwan' felt sorry for him.

In Naomi Watt's version, Ann Darrow is a vaudeville performer – easily on par with a circus gymnast – as well as Kong himself. She also develops a rapport with Kong, and actually seems to like him better than Jack Driscoll – although frankly, you can hardly blame her, as the 2005 script turns Jack Driscoll from the ship's brash first mate, into a soulful-eyed playwright – a drawback in my opinion (and probably a case of Jackson inserting himself into the script) although I did like the clever little twist of having an actor on board – 'Bruce Cabot' – who was playing the first mate in the movie, and goes on to become the most amusing character in the remake.

In any case, the character of Ann Darrow, is an interesting study in the development of women's roles over the course of the twentieth century into the new millennium – from the permissive seventies bimbo, to the revisionist 2005 Ann who was starving pointedly because she wouldn't exploit herself. Also interesting is the transformation from Kong's helpless hostage, to his only friend. **(Str4)**

ANN DARROW PL4

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
0	2	2	2	0	1	1	1

ADVANTAGES

Animal Empathy, Attractive

SKILLS

Acrobatics 4 (+6), Expertise (Actress/Vaudeville) 3 (+4), Insight 3 (+4), Perception 3 (+4), Persuasion 8 (+9)

OFFENSE

INITIATIVE +2

Unarmed +0 Close Damage 0

DEFENSE

DODGE	6	**FORTITUDE**	2
PARRY	2	**TOUGHNESS**	2
WILL	5		

POWER POINTS

ABILITIES	18	**SKILLS**	10
POWERS	0	**DEFENSES**	9
ADVANTAGES	2	**TOTAL**	38

COMPLICATIONS

Object of Kong's Affection: Ann is King Kong's love object, and he will do anything to be with her and/or protect her.

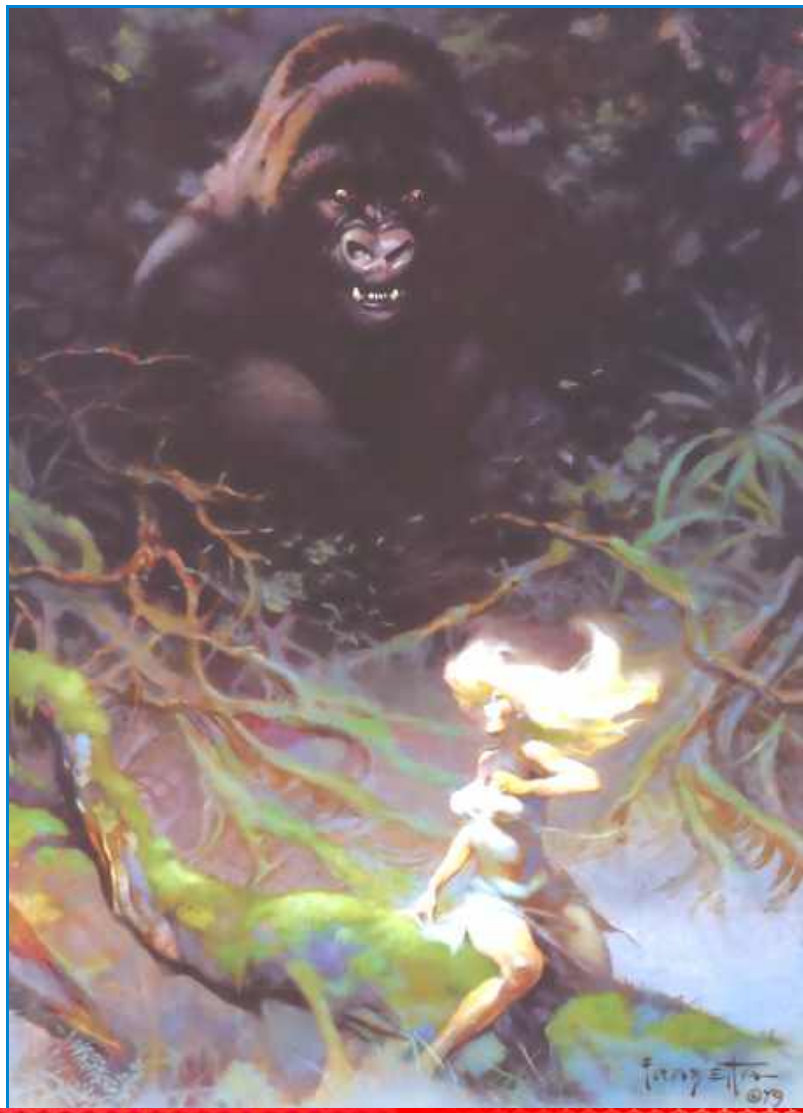
Relationships: Ann is close with playwright (or First Mate) Jack Driscoll

PERSONALITY

Naomi Watts' Ann was a dreamer, who longed to act on Broadway, but loved performing on Vaudeville. She was determined and ambitious, but not so much that she would compromise herself. She was a little bit temperamental – enough to slap Kong.

POWERS AND ABILITIES

The Naomi Watts Ann Darrow was a talented Vaudeville performer, dancer and gymnast.



KINGPIN

From a very young age, Wilson Fisk used his intelligence to place himself in positions of authority over others. From the vase of a small gang, he expanded his criminal empire until it touched nearly every aspect of life in New York City. His reach extended into virtually all forms of crime and into legitimate businesses like law enforcement and city government as well. Throughout his career, the **Kingpin** has always been careful to keep himself clear of any wrongdoing, posing as ' a humble importer of spices.' He always uses agents and contacts to do his dirty work and only rarely engages in physical combat. When he does, however, his size and fighting skill can humble any normal opponent.

The Kingpin married a woman named Vanessa, who did not know of her husband's true business. When she found out, she demanded that Wilson quit his life of crime. His love for his wife was so strong that he agreed to retire as the Kingpin for her sake, but some of his associates were unwilling to lose such an effective crime boss. Vanessa was seemingly killed (although she eventually turned up alive), causing the Kingpin to return with a vengeance, leading his organization with more ruthlessness than every.

Though the Kingpin's clashes with Spider-Man have been legendary, the hero Daredevil has been the most constant thorn in the Kingpin's side. At one point, the Kingpin blackmailed drug-addicted Karen Page, Matt Murdock's ex-girlfriend, into revealing Daredevil's identity. He then used the information to destroy Daredevil's life. The Kingpin remains the primary mover and shake in organized crime on the East Coast. **(Str18)**

REAL NAME: WILSON FISK
OCCUPATION: ORGANIZATION OVERLORD
BASE: LATVERIA
AFFILIATION: NONE
HEIGHT: 6' 7"
WEIGHT: 450 LBS
EYES: BLUE
HAIR: BALD

PERSONALITY

The Kingpin is a ruthlessly methodical, manipulative, master tactician. He particularly enjoys explanting human weaknesses, and typical gang lord fashion, he is careful to avoid personal connections to any of his crimes. Despite his criminal background and ruthless nature, Fisk genuinely loves his wife Vanessa to the exclusion of all else and will sacrifice anything and everything thing for her sake.

POWERS AND ABILITIES

The Kingpin possesses no superhuman powers but he is a giant of a man who – despite his appearance – keeps himself in the pinacle of physical condition – his great mass is muscle not fat. He is trained in many different martial arts, particualy Sumo. The Kingpin's size and natrual strength allow him to engage superhumans like Spider-Man in hand-to-hand combat, as well as providing defense from small arms fire. He is a master stratigist and tachnitian.

KINGPIN PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
5	5	1	2	9	4	4	4

POWERS

Walking Stick: Strength-based Damage 2, Energy Blast 7 (limited to 3 shots), Poison 7 (sleep gas) • *16 points*

EQUIPMENT

All-out Attack, Assessment, Connected, Contacts, Defensive Roll 2, Equipment 4, Improved Hold, Languages 2 (Spanish, Japanese), Leadership, Power Attack, Startle

SKILLS

Athletics 6 (+11), Close Combat: Unarmed 2 (+11), Close Combat: Walking Stick 2 (+11), Deception 10 (+14), Expertise: Business 6 (+11), Expertise: Streetwise 17 (+21), Insight 8 (+12), Intimidation 10 (+14), Perception 6 (+12), Persuasion 10 (+14), Ranged Combat 4 (+5)

OFFENSE

INITIATIVE +1

Unarmed +11	Close Damage 5
Walking Stick +11	Affliction 7
Walking Stick +11	Close Damage 7
Walking Stick +5	Ranged, Damage 7

DEFENSE

DODGE	10	**FORTITUDE**	5
PARRY	10	**TOUGHNESS**	7/5*
WILL	10	*Without Defensive Roll	

POWER POINTS

ABILITIES	68	**SKILLS**	41
POWERS	0	**DEFENSES**	16
ADVANTAGES	16	**TOTAL**	141

COMPLICATIONS

Enemies: Daredevil, Spider-Man, along with many other Manhattan-based heroes.

Relationships: The Kingpin is utterly devoted to his wife Vanessa, which some opponents have exploited as a weakness. He has estranged relations with his son, Richard.

Unlimited Minions: The Kingpin rarely involves himself directly in any of his schemes, being able to draw upon high-level connections in the government, business, underworld, and the super-villain communities.

KOLCHACK THE NIGHT STALKER

Carl Kolchak (Darren McGavin) Kolchak is a talented investigative reporter with an affinity for bizarre and supernatural occurrences, obtaining information driving around Chicago in his yellow Ford Mustang convertible and always snatching exclusives armed with his camera and portable cassette recorder.

The series was a follow-up to a well-received made-for-TV movie wherein Kolchak discovered a vampire preying upon modern Las Vegas. Dispatching the undead bloodsucker, Kolchak soon discovered an underworld overrun with demons, and bogeymen.

Using only limited information, Kolchak has relentlessly cracked several cases relying on gut instinct and often prevailing through sheer dumb luck. But more often than not, Kolchak's prospects are hampered by the utter destruction of any or all evidence to prove his claims, thus advancing the sheer implausibility of his stories as far as his peers, particularly his editor, are concerned. On other occasions, Kolchack's investigations have even led to demotion or relocation of varying authority figures, though reasons for these actions are never truthfully disclosed.

In the series' short run, it managed to tackle most of the major monster myths, including classics such as vampires, werewolves, mummies and zombies. It also included stories about a doppelganger, witches, a succubus and a pact with Satan. Four episodes focused on monsters and spirits based in native folklore (two involving Native American legends, one Hindu and one Creole).

The series also dealt with creatures from science fiction, including a killer android, an invisible extraterrestrial, a prehistoric man thawed back to life and a lizard-creature protecting its eggs.

The series also featured some more esoteric antagonists, including a headless motorcycle rider that hinted at the headless horseman myth, and an animated knight's suit of armor possessed by a spirit. A story about Jack the Ripper was one of the few based on an actual historical figure, though the series provided a supernatural explanation. An episode about Helen of Troy dealt with immortality and aging. **(Str6)**

PERSONALITY

Karl Kolchak is your archetypical pragmatic, hard-headed gumshoe reporter. He is cynical, wiseacre, and the last guy one would expect to believe in things life vampires or demons – a factor that made the first made-for-TV movie particularly effective – if a guy like Kolchak could believe in a vampire, it made it easier for the audience to believe as well. Once the series got going, however, the suspension of belief became harder and Kolchak was played more for laughs.

POWERS AND ABILITIES

Kolchak has no superhuman powers, but is a crack investigative reporter, with good detective abilities, and a lot of contacts. After a wide range of paranormal encounters, he has also become something of an expert on the supernatural and the occult.

REAL NAME: KAREL 'KARL' KOLCHAK
OCCUPATION: INVESTIGATIVE REPORTER
BASE: CHICAGO **AFFILIATION:** INDEPENDENT NEWS
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BROWN **HAIR:** BROWN

KOLCHAK: THE NIGHT STALKER — PL4

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
1	1	0	1	0	2	2	0

SKILLS

Expertise (Journalism) 5 (+7), Expertise (Supernatural and the Occult) 5 (+7), Expertise (Criminology) 4 (+6), Investigation 6 (+8), Insight 5 (+7), Perception 4 (+6), Persuasion 4 (+4), Sleight of Hand 4 (+5), Stealth 2 (+3)

OFFENSE

INITIATIVE +0

Unarmed +0 — Close Damage 1

DEFENSE

DODGE	4	**FORTITUDE**	2
PARRY	0	**TOUGHNESS**	1/3*
WILL	4	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	14	**SKILLS**	19
POWERS	0	**DEFENSES**	7
ADVANTAGES	4	**TOTAL**	54

COMPLICATIONS

Monster Magnet: Kolchak seems to stumble upon more occult activity, and creatures of the night than anyone this side of Van Helsing or Scooby Doo.

Relationships: Kolchak has no immediate family but does have many Journalistic contacts, including his editor, Anthony Albert 'Tony' Vincenzo, Gordon 'Gordy the Ghoul' Spangler, of the Chicago City Morgue, and FBI Agent, Bernie Jenks

Reputation: Due to the nature of his supernatural investigations, Kolchak +has been blackballed in Las Vegas, and possibly Seattle as well.

KORVAC

Michael Korvac was a computer technician born on the Blue Area of the Moon of an alternate Earth in the year 2997. Due to events surrounding his birth, Michael's father was killed and he was raised by his mother to have a hateful and vengeful attitude. When the Sol System and its colonies were conquered by the alien Brotherhood of Badoon, Korvac became a collaborator and traitor to the human race. Caught asleep at a machine while working, the Badoon grafted Korvac's upper body to a machine, effectively making him a cyborg.

Korvac was then transported through time by the game-playing Grandmaster, who used him as a pawn in battling Doctor Strange and the Defenders. Korvac deliberately lost the fight, so as to be able to discretely scan and analyze the Grandmaster's cosmic power.

Gaining several new abilities from this analysis, Korvac then killed his Badoon masters and planned to conquer the cosmos. Korvac recruited a group of aliens called the Minions of Menace and attempted to cause Earth's sun to go nova, but was defeated by the Guardians of the Galaxy and the time-traveling Thunder God Thor. Soon after this defeat, Korvac fled across time and space to the mainstream Marvel Earth-616. Upon arrival, Korvac discovered the space station of the cosmic entity Galactus. Attempting to download the knowledge of Galactus from the station into his own system, Korvac was imbued with the Power Cosmic and became a god-like being. Korvac then recreated himself as a perfect humanoid form, and, posing as a human called Michael, traveled to Earth with the intent of reshaping it into a utopia.

Korvac was pursued by the Guardians of the Galaxy, who joined forces with the Avengers in a bid to stop Korvac. Guardian member Starhawk found Korvac and battled him in secret. Korvac, however, disintegrated Starhawk and then recreated him, but so as to avoid future detection, removed from Starhawk the ability to perceive Korvac in any way.

The Elder of the Universe known as the Collector foresaw the coming of two beings that would be capable of challenging the Elders - Korvac and Titan Thanos (see entry for: **Thanos**), and remade his own daughter Carina into a being of incredible power to use as a weapon against them. Although Carina did meet Korvac, the two fell in love and she began to sympathize with him. The Collector himself was defeated by the Avengers after a failed bid to "collect" and protect them from Korvac, who upon discovering the Collector's plot disintegrated the Elder.

The hero, Iron Man, eventually tracked Korvac to a residential neighborhood in Forest Hills Gardens, in Queens, New York. The entire Avengers roster, with the heroine Ms. Marvel and the Guardians of the Galaxy confronted Korvac.

Korvac's deception was revealed when Starhawk realized he couldn't see the man called "Michael". Realizing that he had been discovered, and that cosmic entities such as Odin and the Watcher were now aware of his existence, Korvac was forced into battle.

Korvac slews wave after wave of heroes, buy was finally caught off guard and injured by Captain America and then Wonder Man. Although able to kill both, Korvac was weakened further by the combined efforts of Starhawk, Iron Man, the Vision and Thor. Sensing that Carina now doubted him, Korvac committed suicide through an act of will. An angered Carina then attacked the surviving heroes, and was finally slain by Thor. Korvac, with his dying act, restored the Avengers and Guardians to life. The Avenger Moondragon later said she had read Korvac's mind and judged him not to be evil. **(Str95)**

REAL NAME: MICHAEL KORVAC
OCCUPATION: CONQUEROR, FORMER COMPUTER TECH
BASE: 31ST CENTURY **AFFILIATION:** NONE
HEIGHT: 6' 3" **WEIGHT:** 230 LBS
EYES: BLUE **HAIR:** BLONDE

KORVAC PL20

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
18	20	5	5	10	12	2	12

POWERS

Energy Manipulation: Array (20 points) • *21 points*
• **Energy Bolts:** Ranged Damage 20 • *20 points*
• **Personal Force Field:** Create 20, Impervious, Subtle 2, Close •*1 point*
Healing: Ranged Healing 25, Persistent, Restorative, Resurrection, Stabilize, Limited to others • *50 points*
Invulnerability: Immunity 23 (heat, cold, radiation, poison, disease) • *23 points*
Mental Powers: Variable Power 28 (Any Powers with the Psionic Descriptor) • *196 points*

ADVANTAGES

All-Out Attack, Assessment, Eidetic Memory, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Deception 6 (+18), Expertise: (Computers) 5 (+17), Insight 18 (+20), Intimidation 10 (+22), Perception 28 (+30), Ranged Combat: Energy Beams 7 (+12), Technology 6 (+18)

OFFENSE

INITIATIVE +5

Cosmic Energy +12	Ranged Damage 20
Mental Powers	Ranged, (varies) 28
Unarmed +10	Close, Damage 18

DEFENSE

DODGE	12	**FORTITUDE**	20
PARRY	12	**TOUGHNESS**	20
WILL	19		

POWER POINTS

ABILITIES	168	**SKILLS**	36
POWERS	282	**DEFENSES**	36
ADVANTAGES	6	**TOTAL**	340

COMPLICATIONS

Alter-Ego: STR 4, STA 6, AGL 6, DEX 6, FGT 4, INT 12, AWE 4, PRE 0
Obsession: Korvac is determined to bring order to the universe
Relationship: Catwoman has strong feelings for Batman that can distract from her other goals

POTENTIALLY ULTIMATE POWER

Korvac never reached his true potential in the mainstream Marvel Universe, but there is an alternate reality wherein he absorbed power from a number of different cosmic beings, including the Celestials, The Shaper of Worlds, the In-Betweener, and had amassed sufficient might to resist the will of the Living Tribunal, and eventually activate the Ultimate Nullifier on a level sufficient to destroy his entire reality.

PERSONALITY

Korvac came from a shattered world and grew up under the tyranny of the Badoon. His goal was to bring order and harmony to the universe and the only way he knew was by establishing himself as a benevolent dictator. .

POWERS AND ABILITIES

In his ultimate form, Korvac possessed cosmic power comparable to Odin or even Galactus. He demonstrated energy projection, resurrection of the dead, time travel, and telepathy. Capable of absorbing the abilities of his foes, Korvac possessed the potential for ultimate power. There is one alternate reality in which Korvac faced off the Living Tribunal itself, before destroying that reality with the Ultimate Nullifier.

LADY DEATH

In 1495, there once lived a woman named Hope, living in Sweden. Her mother died when she was young, so she only lived with her father. Her father was a war monger who drafts men to fight for him. However, little did Hope know, her father was a descendant of a fallen angel and all the men he had drafted were being sent to the realms of Hell. The villagers discovered what he was doing, but he escaped into hell before being captured, leaving Hope behind. The villagers branded her a witch for being the daughter of a devil worshiper. and sentenced her to death. Upon the day Hope was to be burn to a stake, she chanted the words that she overheard her father chanting in front of a alter. There a demon was summoned and gave Hope a choice; either to abandon her humanity and live in hell or die. Hope reluctantly choose to abandon her humanity and the demon granted her wish. She found herself in Hell, and found that her father had been trying to overthrow Lucifer himself.

Hope escaped the wrath of Lucifer and met up with a blacksmith named Cremator who helped her in training with a sword. Changes became noticeable, both her hair and skin turning white. Cremator gave her a new outfit to replace her prison rags – a black two piece bikini and a black cape with a pair of boots and arm sleeves. Hope battled against Lucifer and succeeded in defeating him. Upon his dying breath Lucifer warned Hope that if she killed him then she would be forever cursed from leaving Hell unless all humans on Earth were killed. Hope didn't care about the warning, and killed him. She then announced herself as the Queen of Hell and **Lady Death**. **(Str6)**

PERSONALITY

Lady Death first originated as the sexy and violent villain that was perceived as a hallucination by the boy Ernest Fairchild. She promised to "love Ernie forever", love he never had, in exchange for his loyalty. That loyalty was to kill everyone on Earth. In the beginning, she was just an evil sadistic woman who would always give Ernie the incentive to kill.

Eventually, Lady Death detached herself from Evil Ernie, and began her own story. With the change, her personality changed dramatically from the sexual villain to a full-blown hero.

POWERS AND ABILITIES

Lady Death is a powerful sorceress and she may duplicate any power as a first-time stunt. Lady Death does not age. She also has no need to eat, breath or sleep She is immune to the effects of Toxins, Gases, and Radioactivity. Lady Death will often use her Sorcery power to manifest the ‘Sword of Darkness’

REAL NAME: HOPE
OCCUPATION: SORCERESS, FORMER RULER OR HELL
BASE: MOBILE, HELL **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: WHITE **HAIR:** WHITE

LADY DEATH PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	3	3	3	5	2	2	10

POWERS

Demonic Heritage: Comprehend Languages 3 (Speak, Understand, and Understood), Immunity 30 (Fortitude Effects), Movement 2 (Dimensional Travel 2 (Hell and Occult Dimensions)), Senses 5 (Magic Awareness (Analytical, Extended 2)) • *45 points*

Demonic Magic: Magic 20 (Variable Power, Any Powers with the Magical Descriptor) • *140 points*

Sword of Darkness: Strength-based Damage 4 • *4 points*

ADVANTAGES

Assessment, Attractive, Benefit 6 (Queen of Hell), Diehard, Fascinate (Deception), Improved Initiative, Leadership, Ranged Attack 6, Seize Initiative, Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Close Combat: Sword 4 (+9), Deception 11 (+21), Expertise: Hell 9 (+11), Expertise: Magic 18 (+20), Insight 9 (+11), Intimidation 8 (+19), Perception 10 (+12)

OFFENSE

INITIATIVE +8

Affliction +8	Ranged, Varies
Magic Blast +8	Ranged Damage 20
Sword +9	Close Damage 6 Crit. 19-20
Unarmed +5	Close, Damage +3

DEFENSE

DODGE	8	**FORTITUDE**	10
PARRY	8	**TOUGHNESS**	3
WILL	12		

POWER POINTS

ABILITIES	60	**SKILLS**	35
POWERS	189	**DEFENSES**	25
ADVANTAGES	21	**TOTAL**	330

COMPLICATIONS

Demonic Nature: Lady Death is one of the spawn of Hell and is recognizable as such with the proper mystic senses.

Obsession: Hope is obsessed with killing all people on Earth, in order to free herself from Hell.

PREDATORY SEXUAL VILLAINESS

Lady Death is representative of the over-sexed villainess arch-types (or sometimes just really rough, over-sexed 'good girls) that cropped up in the comic-code freedom of the nineties.

At her inception, Lady Death was basically a pin-up girl, and her alignment was strictly lawful evil. Her personality turn towards the light was perhaps more reflective of the ultimate fulfillment of the sexual fantasy – where the hot 'bad girl' is really good at heart – which is really kind of a hard sell for a 'lady' who has had, as one of her primary motivations, the desire to murder every last living person on Earth, and who actually overthrew Lucifer as the ruler of Hell.

Apparently a pretty face and a really hot body can overcome a lot of other shortcomings in personality and character – and the truth of that is a moral tale all in of itself.

LADY SHIVA

Sandra Wu-San's life as **Lady Shiva** began when the life of her sister, Carolyn, ended. Sandra pursued Carolyn's killer to a hideout of the League of Assassins, but instead of wreaking vengeance, she was soundly defeated by David Cain. In return for sparing her life, Cain demanded that she bear his child, who also would be trained in the special ability shared by Sandra and her sister—to predict their opponents' moves.

Sandra agreed to his demand, taking full advantage the opportunity to learn from Cain in order to improve her fighting skills. Once she gave birth to their daughter, Cassandra, she returned the favor of the beating Cain gave her at their first meeting, and left the League to find her own way in the world as Lady Shiva, free of her obligation and unhampered by the traditional definition of morality.

During her travels, Shiva met Richard Dragon and Ben Turner, two other aspiring young martial arts masters. She joined with them to fight crime as mercenary agents purely for the thrill and danger of that adventurous lifestyle, but when Turner disappeared and Dragon retired, Shiva once again wandered alone.

Shiva played an important role in shaping the career of the Question. She was hired to rid Hub City of the Question, and beat him half to death fulfilling her assignment. Her employer, the corrupt Reverend Hatch, had his thugs finish the job and dump the Question into the river. Intrigued by his prowess and his refusal to kill, Shiva decided to rescue the Question from the brink of death and asked Richard Dragon to train and rebuild him both physically and spiritually. Shiva returned to Hub City several times and showed an active interest in the Question's development.

Lady Shiva opposed Batman and his allies on many occasions, but she also helped them, most notably training Batman after his crippling back injury at the hands of Bane. As might be expected, Shiva's training methods involved breaking down Batman and pushing him to use lethal force, and she was satisfied only after being tricked into thinking he had done so. Shiva also trained the third Robin, Tim Drake, in the use of the bo staff when the two became temporary allied in order to oppose the terrorist King Snake.

Things finally came full circle for Shiva when her daughter's fighting prowess as Batgirl attracted her attention. The two fought a series of death matches, during the course of which Shiva tried several times to break Cassandra free from her guilt-induced vow of non-killing. Shiva revealed their relationship to Cassandra and expressed her hope that her daughter would be the one strong enough to finally kill her. In their last duel, Cassandra dealt Shiva a mortal wound and left her literally on the precipice of life and death, hanging over a Lazarus Pit.

REAL NAME: SANDRA WOOSAN
OCCUPATION: ASSASSIN
BASE: MOBILE **AFFILIATION:** LEAGUE OF ASSASSINS
HEIGHT: 5' 8" **WEIGHT:** 115 LBS
EYES: BLACK **HAIR:** BLACK

Lady Shiva survived their encounter and was reborn in the Lazarus Pit, but this incarnation appeared to be the Shiva of old, as she attempted to mold Black Canary in her own image and tested the mettle of the new Question, Renee Montoya. **(Str7)**

PERSONALITY

Lady Shiva displays supreme confidence in her skills and recognizes no greater standard than that of martial perfection. As a result, Shiva appears indifferent to every other societal or moral code. She does not go out of her way to kill her opponents; rather, she simply considers most life too unimportant to bother restraining her lethal techniques.

While Shiva's amorality and violence has earned her the moniker "goddess of destruction," she does make exceptions, sparing certain opponents and then training and cultivating their martial arts skills. This aspect of Shiva may seem strangely at odds with her otherwise cold, callous demeanor, but Shiva is very selective in choosing who she trains. Her ultimate motivation is to find a martial artist to challenge her, and those who don't show that potential to reach her level do not interest Shiva.

LADY SHIVA PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	7	7	16	1	1	2

POWERS

Body reading: Enhanced Advantage 1 (Uncanny Dodge), Enhanced Defenses 8 (Dodge 4 and Parry 4), Resistible by Will; Senses 1 (Danger Sense) • *6 points*
Leopard Blow: Strength-based Damage 3, Enhanced Advantage 3 (Improved Critical 3) • *6 points*

ADVANTAGES

Agile Feint, Assessment, Close Attack 4, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Favored Foe (Martial Arts Masters), Grabbing Finesse, Great Endurance, *Improved Critical 3 (Leopard Blow)*, Improved Critical (Unarmed, adds to Leopard Blow), Improved Defense, Improved Initiative, Improved Trip, Languages 3 (Cantonese, Japanese, Mandarin, Vietnamese), Power Attack, Precise Attack (Close; Concealment), Ranged Attack 7, Ritualist, Skill Mastery (Insight), Startle, Takedown 2, Trance, *Uncanny Dodge*

SKILLS

Acrobatics 8 (+15), Athletics 11 (+14), Close Combat: Unarmed 2 (+18), Expertise: Magic 4 (+8), Expertise: Streetwise 10 (+14), Insight 16 (+24), Intimidation 11 (+16), Investigation 6 (+10), Perception 10 (+18), Stealth 8 (+15), Treatment 6 (+10)

OFFENSE

INITIATIVE +11

Leopard Blow +22	Close, Damage 6, Crit. 16-20
Unarmed +22	Close, Damage 3, Crit. 19-20

DEFENSE

DODGE	16/20*	**FORTITUDE**	10
PARRY	16/20*	**TOUGHNESS**	8/4**
WILL	14*		

Includes Enhanced Defenses 4, Resistible by Will.
**Without Defensive Roll.

POWER POINTS

ABILITIES	108	**SKILLS**	46
POWERS	12	**DEFENSES**	21
ADVANTAGES	8	**TOTAL**	225

COMPLICATIONS

Death With: Shiva's greatest longing is to face the opponent who can finally kill her.
Nemeses: Lady Shiva's work for the League of Assassins often brings her into conflict with various heroes, particularly the Batman and his allies. Her independent nature prevents Shiva from remaining with the League for any extended period, and she periodically must fend off League members sent to punish her for going independent.
Obsession: Lady Shiva is driven to perfect her martial-arts skills, and is constantly searching for worthy opponents to face in personal combat.
Relationship: Lady Shiva has some level of maternal feelings for her daughter, Cassandra Cain, although it is somewhat tainted by her Death With Complication (see above) that Cassandra might be the one to finally kill her.

POWERS AND ABILITIES

Lady Shiva's martial-arts skills border on the superhuman, and she is almost universally considered the world's finest martial artist. What elevates Shiva above nearly every other practitioner is her unrivaled insight and awareness.
Like her daughter, Cassandra Cain, Shiva can read the movements of her opponents with supernatural accuracy, allowing her to predict their actions. Shiva also possesses knowledge of esoteric Eastern medicine that allows her to perform medical miracles, even resurrecting the newly dead—though the latter feat requires significant preparation time.
Opponents fighting Lady Shiva can check Will against a difficulty equal to her Insight bonus (24) in order to surprise her enough to overcome Body Reading defense bonuses. At the Gamemaster's discretion, a Deception check can substitute for Will, and feints (via Deception, Advantages or other skills) affect Lady Shiva's Body Reading bonuses the same as her normal Dodge and Parry ranks, even if it is difficult to feint against her high Insight rank and Skill Mastery.
Lady Shiva's Ritual advantage and (relatively minor) knowledge of Asian magic let Shiva provide occasional surprises; as a non-player character, the GM can use Shiva's abilities to work unusual and mysterious powers into the story to maintain an aura of menace and keep players from thinking they know *all* of Lady Shiva's secrets.

LARA CROFT

Lady Lara Croft is an 11th generation Countess. The Croft family was granted the title and rights to Abbingdon, Surrey by King Edward VI in 1547. The Croft Estates are comprised of three separate manor houses, two of which are maintained by the National Trust, and the third is home to Lady Croft.

Lady Croft herself has suffered several personal tragedies, including the deaths of both parents on separate occasions before she came of age. Reputably an accredited genius and Olympic-standard gymnast, Lady Croft is the focus of wild speculation and intense debate in both the scientific and political communities in addition to the popular press. Idealized and vilified in equal measure, she is perhaps one of the most fascinating and enigmatic figures of our time.

Lara Croft was born in Surrey's Parkside hospital to Lady Amelia Croft and the notorious archeologist Lord Richard Croft, the late Earl of Abbingdon. Between the ages of three and six, she attended the Abbingdon Girls School, where it quickly became clear that she was an exceptionally gifted child.

At the age of nine, she survived a plane crash in the Himalayas that took the life of her mother. In perhaps the first story of her prodigious indomitability, she somehow survived a solo ten-day trek across the Himalayan Mountains, one of the most hostile environments on the planet. The story goes that when she arrived in Katmandu she went to the nearest bar to make a polite telephone call to her father asking if it would be convenient for him to come and pick her up.

For six years following the plane crash, Lara rarely left her father's side, traveling around the world from one archeological dig site to another. During this period, she was ostensibly given a standard education from private tutors, but it would probably be more accurate to say she was her father's full time apprentice.

When Lara was fifteen, her father went missing in Cambodia. Extensive searches by the authorities and Lara herself turned up human remains that could not definitively be identified. Since Lord Croft's body was not officially recovered, Lara could not directly inherit the Croft title and Lara was thrust into a bitter family feud over control of the Abbingdon estates with her uncle Lord Errol Croft. Lara eventually won the legal battle, and took possession of her inheritance but at the cost of a deep rift in the Croft family that left her estranged from her living relatives.

Lady Lara Croft has already eclipsed her father's career; as of this writing, she is credited with the discovery of some fifteen archeological sites of international significance. These sites are still yielding new and exciting insights to the past on an ongoing basis. No one can deny Lady Croft's incredible contribution to the field of archeology, however she is not without her detractors.

Lara's methods have been frequently called into question by government officials and other practicing archeologists. She has been described variously as anything from cavalier to downright irresponsible. Some scholars have suggested that her notorious lack of documentation and brute force methodology have contaminated countless sites and done more harm than good. There have even been (unsubstantiated) allegations that Lara actually takes items from these sites before informing the international community of their locations, and that she is nothing more than a glorified treasure hunter.

REAL NAME: LARA CROFT
OCCUPATION: ARCHEOLOGIST, ADVENTURER, COUNTESS
BASE: CROFT ESTATE **AFFILIATION:** NONE
HEIGHT: 5' 7" **WEIGHT:** UNREVEALED
EYES: GREEN **HAIR:** BROWN

LARA CROFT PL7

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
0	2	5	4	3	2	2	2

EQUIPMENT

2 Pistols: Ranged Damage 3 • *3 points*

VEHICLE: MOTORCYCLE • *10 POINTS*

Medium, STR 1 SPD 6, DEF 0, TOU 8

ADVANTAGES

Contacts, Defensive Roll 2, Equipment 3, Improved Initiative, Luck, Languages 4, Ranged Attack (Pistol) 8, Skill Mastery (History), Ultimate Effort (Athletics), Well-Informed

SKILLS

Athletics 9 (+12), Close Combat: Unarmed 4 (+7), Expertise: Archaeology 8 (+11), Expertise: History 10 (+12), Expertise: Mythology 4 (+6), Insight 3 (+5), Investigation 4 (+6), Perception 7 (+9), Sleight of Hand 1 (+4), Stealth 3 (+6), Vehicles 8 (+11)

OFFENSE

INITIATIVE +6

Pistol +11	Ranged, Damage 3
Unarmed +7	Close Damage 0

DEFENSE

DODGE	12	**FORTITUDE**	6
PARRY	10	**TOUGHNESS**	4/2
WILL	5	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	40	**SKILLS**	31
POWERS	0	**DEFENSES**	21
ADVANTAGES	23	**TOTAL**	115

COMPLICATIONS

Obsession: Historical artifacts

PERSONALITY

Lara Croft guards her privacy, and she has never granted an interview nor made any personal comment to any of the outrageous rumors associated with her, releasing only brief formal statements given through family representatives.

There have been a number of unofficial biographies printed about her, describing wild, fantastic exploits, ranging from the discovery of living dinosaurs to the infamous Area 51. The official line from the Croft Estate is simply that these are "utter rot: disgraceful, trashy works of total fiction." Nevertheless, she is a hero to conspiracy theorists and alternate history aficionados alike

POWERS AND ABILITIES

Lara Croft is a remarkable athlete, and hand-to-hand combatant, known for impossible physical stunts. Besides her knowledge of archeology, she has extensive contacts all over the world, can speak dozens of languages, and has experience with a wide variety of weapons, including pistols, swords, and bullwhip. She can also operate most vehicles, land, air, or water, and can learn very quickly on the fly.

LEX LUTHOR

Lex Luthor rose from humble beginnings to become famous— and then infamous—around the world. Born and raised in the farming community of Smallville, Lex was both brilliant and arrogant from a young age. Disgusted by his drunken and abusive father Lionel and with surroundings he considered beneath him, Lex swore to find his way out of Smallville to make his fortune.

That opportunity came when his father died suddenly of heart failure when Lex was a teen, conveniently right after a large life insurance policy was taken out in his name.

Leaving Smallville behind without a second thought, Lex Luthor made his way to the city of Metropolis, where he parlayed his technical brilliance and small fortune into a series of educational degrees, followed by the creation of a tech-company named LexCorp. Though much of LexCorp's success was based on Luthor's genius, he was also entirely willing to use underhanded or illegal tactics to further his own interests. LexCorp became a multi-billion dollar company and Lex Luthor the wealthiest man in Metropolis. He enjoyed considerable influence and a public reputation as an entrepreneur and philanthropist.

That changed when Superman made his first public appearance in Metropolis. Luthor immediately took offense at the idea of some garishly costumed stranger becoming the hero of "his" city. The "civic-minded" Luthor cooperated with elements of the U.S. military to test Superman's capabilities and determine if he was a threat. Luthor hoped to prove he was a threat in order to eliminate him.

Since then, Lex Luthor has been the Man of Steel's greatest nemesis, and has come close to killing him on a number of occasions. He was careful to ensure he could not be directly connected to his crimes or attempts on Superman's life, always maintaining his public persona as a pillar of the Metropolis business community.

Lex Luthor ran for president of the United States on a platform of technological progress and won, but remained true to form. He framed Bruce Wayne for murder for defying him and, though he coordinated the efforts of Earth's heroes and the United States. military to repel an alien invasion, he knew it was coming and kept that knowledge to himself, secretly trading for weapons with Apokolips.

Lex Luthor's presidency collapsed when he attempted to use a kryptonite asteroid headed toward Earth to turn public opinion against super heroes, Superman in particular. A ranting confession caught on tape forced Luthor out of office and into hiding.

Since then, the criminal genius has been involved with the Injustice League and the Secret Society and has made further attempts to gain his revenge on Superman, Metropolis, and the world in general.

REAL NAME: ALEXANDER 'LEX' LUTHOR
OCCUPATION: FORMER CEO OF LEXCORP, CRIMINAL
BASE: METROPOLIS **AFFILIATION:** NONE
HEIGHT: 6' 2" **WEIGHT:** 225 (415) LBS
EYES: GREEN **HAIR:** BALD (FORMERLY RED)

Luthor was jailed for a time but authorities used him to study different dangerous and alien technologies. This allowed him the opportunity to escape once again. His brilliance and technical skills have frequently allowed him opportunities to earn pardons for his crimes by helping save the world from threats at critical times. **(Str8)**

LEX LUTHOR PL14

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
2	2	2	3	3	11	3	4

ADVANTAGES

Benefit 5 (wealth and resources), Connected, Defensive Attack, Defensive Roll 2, Eidetic Memory, Inspire 2, Improvised Tools, Inventor, Languages 2, Leadership, Seize Initiative, Set-up, Skill Mastery (Technology), Ultimate Effort (Technology), Well-informed

SKILLS

Deception 8 (+12), Expertise: Business 7 (+18), Expertise: Science 12 (+23), Insight 7 (+10), Intimidation 4 (+8), Investigation 7 (+18), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat: Guns 4 (+7), Technology 13 (+24), Vehicles 6 (+8)

OFFENSE

INITIATIVE +2

Pistol +7	Ranged, Damage 4
Unarmed +4	Close Damage 2

DEFENSE

DODGE	10	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	4/2*
WILL	14	*Without Defensive Roll.	

POWER POINTS

ABILITIES	60	**SKILLS**	40
POWERS	0	**DEFENSES**	28
ADVANTAGES	22	**TOTAL**	150

COMPLICATIONS

Arrogance: Luthor is supremely arrogant and confident in his own abilities, but he needs recognition for his achievements.
Enemies: Luthor's greatest enemy is Superman. He has been obsessed with humbling and destroying the hero of Metropolis from the moment Superman displaced Luthor in the hearts and minds of its citizens. He will go to almost any length to bring down Superman. Ideally, Luthor wants to do more than simply kill his foe. He would much rather prove his superiority to Superman so the whole world can see it, to bring the Man of Steel down to the level of ordinary humanity or lower, before finally destroying him. By extension, Luthor hates all so-called "heroes" and has clashed with most of Superman's allies at one time or another
Greed: Luthor has always been driven by a desire to have everything he wants, no matter what he has to do to get it.
Obsession: Luthor is obsessed with humbling and destroying Superman.
Villainous Teamwork: Luther has been known to organize groups of super-villains… always with himself as leader.

PERSONALITY

Luthor believes his great intellect makes him superior to everyone, while his great ambition makes him destined to leave his mark on history. He seeks adoration and respect of the masses while simultaneously despising them. He hates that Superman, an alien, is more respected than him, Metropolis' "true" hero. Luthor claims his brilliant mind and hard-won skills are superior to the physical powers fortune gave to the Man of Steel, but secretly envies Superman's power, fame and popularity.

POWERS AND ABILITIES

Luthor's power level comes from his high Intellect and Technology ranks, sufficient to routinely accomplish the near-impossible with a small circumstance bonus or the use of his Ultimate Effort. His traits and point totals do not account for his astounding range of inventions, and the GM should feel free to give Luthor whatever plot devices are needed for the current adventure virtually at a whim. (See sidebars for examples of resources and abilities provided by Luthor's genius.)

LUTHOR'S WARSUIT

One of Lex Luthor's most common devices is an advanced super-powered battlesuit, incorporating alien technology (probably from Apokolips) along with his own personal designs. Luthor's Warsuit has the following effects:

WARSUIT: REMOVABLE (-28 POINTS) * 113 POINTS

Armor: Protection 12, Impervious • *24 points*

Blasters: 35-point Array

- Ranged Damage 16, Accurate 3 • *35 points*
- Ranged Damage 11, Multiattack, Accuracy 2 • *point*
- Line Area Damage 11 • *1 point*

Combat Computer: Enhanced Close Combat: Unarmed 9, Enhanced Ranged Combat: Blasters 11 • *10 points*

Exoskeletal Enhancement: Enhanced Strength 14 • *28 points*

Life Support System: Immunity 10 (Life Support) • *10 points*

Thrusters: Flight 15 (64,000 MPH), Space Travel 1 • *32 points*

With the armor, Luthor is nearly Superman's physical equal, able to take on the Man of Steel indirect combat. Given that the armor's Blasters often have the "kryptonite" descriptor, the criminal genius has a considerable edge.

The Warsuit typically has the effects listed here. It effectively raises Luthor's point total to 281, much closer in power to Superman.

ORANGE LANTERN RING

For a time, Luthor possessed an **Orange Lantern Power Ring**, equal to that of Larfleeze (see **Orange Lantern Corps**). It gave him considerable powers, essentially equal to his Warsuit and then some, given Luthor's considerable Will and avarice.

THE EVERYMAN PROJECT

One of Luthor's schemes involved the creation of an artificial metagene capable of giving ordinary human beings metahuman powers.

Known as "**The Everyman Project**," Luthor utilized it as a means of mass-testing the process to determine if the artificial metagene could be used specifically on him – a succsess, as Lex Luthor temporarily gained Superman-level powers (**STR 18**, **STA 13, Flight 8, Impervious Toughness 12**), until Natasha Irons short-circuited the artificial metagene.

VILLAINOUS TEAMWORK

Since he considers few his equal, Luthor has more pawns than allies. He has worked with other highly intellectual criminals such as Brainiac and Dr. Sivana on a basis of almost-equals. More often, Luthor prefers the leadership role, gathering criminals like the Injustice Gang or Injustice League around him to execute his plans and deal with Superman's various costumed allies,

DIFFERENT LEX LUTHORS

Like his arch-foe, Superman, Lex Luthor has gone through many changes and incarnations over the years, including different origins. In Pre-Crisis continuity, Lex Luthor was once friends with the teen-aged, Superboy, in Smallville when a lab accident caused Lex to go bald – and hated Superboy – and eventually Superman – even after.

With such an amusingly trite origin for such an iconic rivalry, it is understandable that DC decided to rework Lex Luthor's background during the Post-Crisis revamp. Under the stewardship of John Byrne, Luthor was re-imagined as a ruthless, megalomaniacal businessman, prone to criminal tactics, who *owned* Metropolis and saw the newly arrived Superman as a threat to his power. Byrne's Luthor was also older than Superman himself, rather than nearly the same age, as in Pre-Crisis continuity.

While some elements of the relaunch were well-received, fan sentiment clearly favored a number of elements from Pre-Crisis reality – particularly within the stories of Superman – and many of these begin re-emerging within the modern continuity. The older, middle-aged Luthor was killed off, and his criminal empire was inherited by his athletic, Australian 'son' (who had a full head of hair and a beard) – but it turned out that they 'saved Luthor's brain,' putting it into a younger, cloned body – a rather extreme plot-device for apparently re-establishing Superman and Luthor to be similar physical ages.

DC, however, was not content with a single, reality-altering crisis, going through half-a-dozen relaunches, altering continuity in every one. Lex Luthor was once again a childhood friend of Clark Kent (who had no career as Superboy), in Smallville, but grew to wealth and power, in the origin described above – an origin that might have already become dated as of this writing, after yet another continuity-altering relaunch.

In any case, Lex Luthor is almost always presented as Superman's archenemy. Even in realities were good and evil are polarized, and Superman – as 'Ultraman' – is a villain, that universe's Luthor opposes him as Earth's greatest hero.

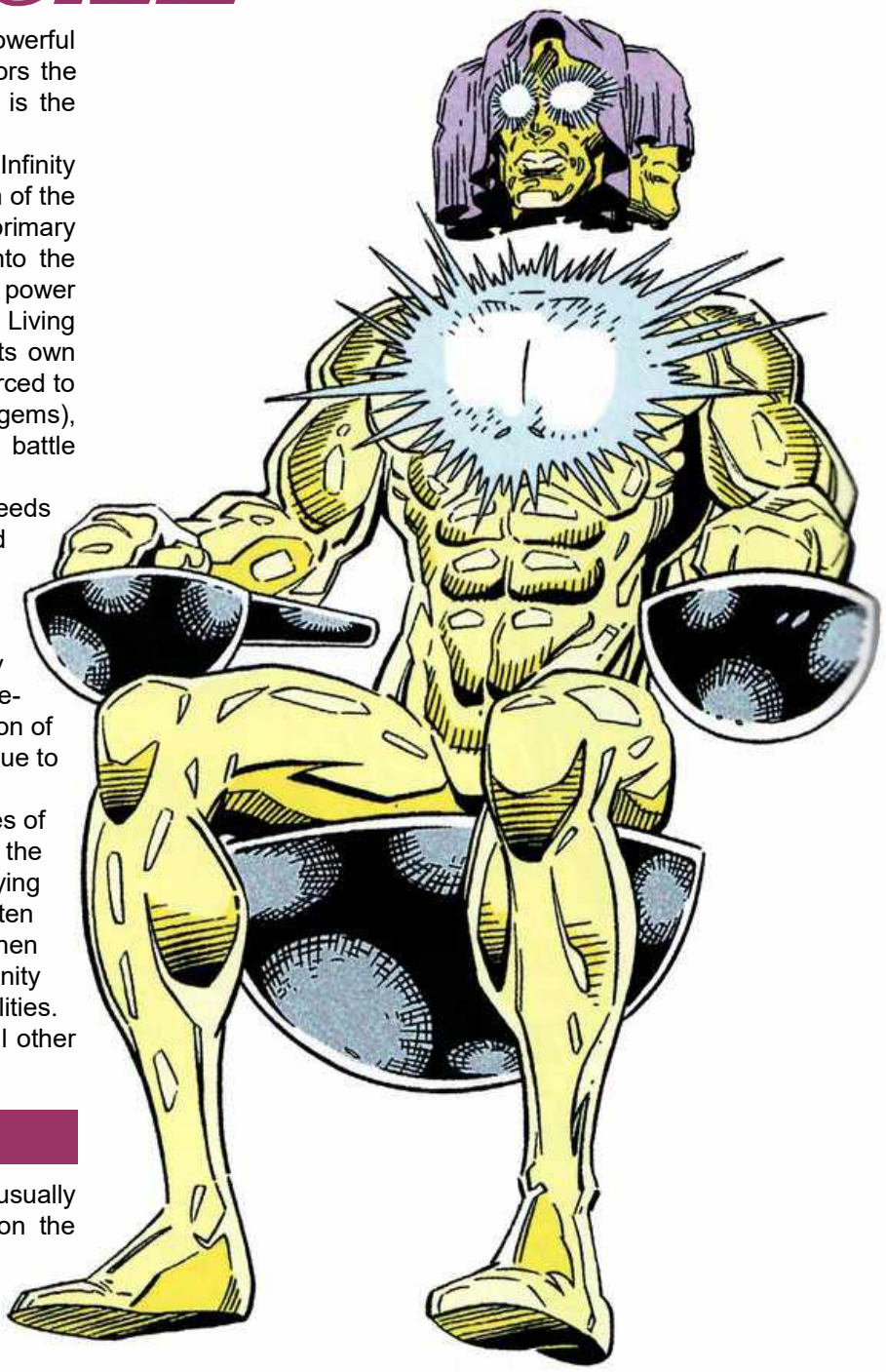
The age-advanced, super-genius son of that reality's Lex Luthor, Alex Luthor, said that, no matter the universe, Supermen and Luthors are destined to be at odds – which even proved to be the case when both were born heroes, when Alex Luthor betrayed Superman of Earth 2, and tricked him into helping destroy DC reality and recreate the multiverse, killing untold billions – and Alex Luthor had once been the hero of the original Crisis, suggesting that Lex Luthor is not just destined to be simply Superman's opposite, but the ultimate villain as well.

MERCY

Luthor's sometime bodyguard and personal aide, known only as **"Mercy,"** is a rogue Amazon he hired to work for him. She served him on and off through his various schemes. For a time Mercy worked alongside an Amazon sister known as "Hope," with similar abilities, who stopped working for Luthor and moved on at some point. **(Str36)**

MERCY	PL9 105 POINTS
Abilities: Str 10 **Sta** 8 **Agl** 2 **Dex** 2 **Fgt** 8 **Int** 0 **Awe** 1 **Pre** 2	
Advantages: Attractive, Defensive Roll 2, Equipment 3, Ranged Attack 6	
Skills: Acrobatics 6 (+8), Athletics 4 (+14), Insight 4 (+5), Intimidation 4 (+6), Perception 6 (+7)	
Offense: Initiative +2, Unarmed +8 (Damage 10)	
Defense: Dodge 8, Parry 8, Fortitude 10, Toughness 8, Will 8	
Totals: Abilities 66 + Powers 0 + Advantages 12 + Skills 12 + Defenses 15 = 105	

LIVING TRIBUNAL



Representative of the One Above All, the most powerful being in all existence, the **Living Tribunal** monitors the cosmic balance within the Marvel multiverse and is the ultimate enforcer of Cosmic Law.

The multiverse was created by the suicide of the Infinity Being – 'Infiniti' – who was reincarnated in the form of the Infinity Gems. As such, one of the Tribunal's primary duties is to see that these gems do not fall into the wrong hands, as the combined gems are the only power within the multiverse that may challenge the Living Tribunal – and then only within the spectrum of its own individual reality. At one point, the Tribunal was forced to stand down Adam Warlock (who had acquired the gems), at the risk of the entire 616 reality, although the battle never materialized.

The force known as the 'Heart of the Universe' exceeds the Tribunal, but this is the spark of Creation ignited by the One Above All, and is the Wellspring of all Creation within the Marvel Multiverse.

There also exist two 'Brothers' who far exceed the Tribunal in power. These Brothers were created by the Tribunal and the DC Reality's Spectre, to safe-guard the Marvel and DC 'Megaverses' (a collection of associated multiverses), and keep them separate due to their incompatible natures.

The Tribunal is a single entity, present in all realities of the multiverse at all times. If one reality threatens the others, the Tribunal will intervene – at times destroying the offending reality entirely. Conversely, he will often disregards threats to any individual universe, as when he ruled the threat Thanos posed (with the Infinity Gauntlet) to Eternity, had no effect on other realities.

The Living Tribunal is respected and feared by all other major forces of the multiverse. **(StrBY-1)**

PERSONALITY

The Living Tribunal rarely interacts with mortals, usually only acknowledging Entity-level beings. Acting on the laws of the One Above All, the Tribunal has never demonstrated concern or emotion beyond the constant monitoring of the multiverse, the adjudication and enforcement of cosmic law.

POWERS AND ABILITIES

The Living Tribunal is the most powerful being that exists within the Marvel Multiverse. As the representative of the One Above All, the Tribunal has the power to obliterate entire realities.

X-Level: The stat-box is the Living Tribunal as a playable **PL40**. At the X-level, he is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank **(20x4=80)** on all rolls.

REAL NAME: LIVING TRIBUNAL
OCCUPATION: COSMIC TRIBUNAL
BASE: N/A **AFFILIATION:** NONE
HEIGHT: VARIES **WEIGHT:** VARIES
EYES: GLOWING LIGHT **HAIR:** UNREVEALED

LIVING TRIBUNAL — PLX4/PL40

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
55	55	25	25	25	25	25	25

POWERS

Multiversal Authority: Variable Power 55 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects), Impervious Toughness 55 • *470 points*
Omnipresence: Teleport 55 • *110 points*
Omniscience: Communication 55, Comprehend 55, Mind Reading 55, Senses 55 (Cosmic Awareness) • *495 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 30 (+55), Insight 30 (+55), Intimidation 30 (+55), Perception 30 (+55)

OFFENSE

INITIATIVE +7

Cosmic Energy +25	Ranged Damage 55
Unarmed +25	Close Damage 55

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	55
WILL	25		

POWER POINTS

ABILITIES	520	**SKILLS**	60
POWERS	1075	**DEFENSES**	0
ADVANTAGES	40	**TOTAL**	1695

COMPLICATIONS

Responsibility: The Tribunal's jurisdiction extends to the entire multiverse, and has sacrificed entire realities to preserve the cosmic balance. He is bound by the strictures of his office and cannot act unless all three of his faces agree.
Warlock: An alternate version of Adam Warlock was endowed with the power of his entire actuality. When the Living Tribunal was killed and the multiverse was destroyed, during the Secret Wars and the subsequent assault of the cosmic warlord, Annihilus, Warlock petitioned the One Above All to restore the universe in exchange for becoming the new Living Tribunal, presumably with identical stats.

COSMIC JUDGE OF THE MULTIVERSE

As the representative of the One Above All, the Living Tribunal is the supreme authority within the Marvel Multiverse, the authority that beings such as Eternity and Death answer to. However, there ARE a few powers that may challenge the Tribunal – while he was able to reverse the effects of the Infinity Gauntlet wielded by Adam Warlock, it was inconclusive whether the Tribunal could have wrested the gems away from Warlock's possession. The Tribunal was also defeated by the power of the Heart of the Universe, the sum total of power within the multiverse, Then there are the powers that exist beyond the Multiverse. The Tribunal was less than nothing against the power of the Marvel/DC 'Brothers', who he apparently created in conjunction with the Spectre of DC reality, to guard the Megaversal divide. The Tribunal was actually killed by a collective attack by the race of extra-dimensional Beyonders, although he has been replaced by the Adam Warlock of a different actuality – presumably with similar abilities (see **Complications**). The Living Tribunal also answers to the ultimate power of the One Above All.

THE ONE ABOVE ALL

ONE ABOVE ALL — PLX

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
X	X	X	X	X	X	X	X

POWERS

Omnipresence: Teleport X • *X points*
Omniscience: Communication X, Comprehend X, Mind Reading X, Senses X (Cosmic Awareness) • *X points*
Supreme Being: (Variable Power, All Powers), Growth X, Immortality X, Immunity X, Impervious Toughness X • *X points*

ADVANTAGES

All-Out Attack, Assessment, Benefit X [Status (Supreme Being), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) X (+X), Insight X (+X), Intimidation X (+X), Perception X (+X)

OFFENSE

INITIATIVE +X

Cosmic Energy +X	Ranged Damage X
Unarmed +X	Close Damage X

DEFENSE

DODGE	X	**FORTITUDE**	X
PARRY	X	**TOUGHNESS**	X
WILL	X		

POWER POINTS

ABILITIES	X	**SKILLS**	X
POWERS	X	**DEFENSES**	X
ADVANTAGES	X	**TOTAL**	X

SUPREME BEING

While there are numerous beings that have claimed divinity, the mysterious entity known as the **One-Above-All** is considered to be the Creator/God of the Marvel Multiverse – apparently responsible for the existence of all life in the Multiverse and possibly beyond, the One-Above-All is the master of the Living Tribunal.

This entity has been seen or referenced only fleetingly. Uatu the Watcher told Susan Storm that there is only one being that is truly "all-powerful", and that "*His* only weapon...is love!" Eternity told Sorcerer Supreme Doctor Strange that he, and his counterpart, Death, comprised all of reality, but neither of them God, 'for God rules *all* realities!" Thor once said: "the Living Tribunal—the final judge—hath the power to enforce his will 'pon any cosmos he doth judge! And 'tis said his power is supreme in all the Multiverse. Even I, son of one of the mightiest of all gods, find it impossible to conceive of such levels of power! And 'tis a humbling thought to consider how much greater the Creator of all Universes must be than that of *all* of His creations combined!"

Kubik, on a tour of the higher powers tells Kosmos that while the Tribunal is the most supreme power that can be comprehended, "Logic would indicate that the Tribunal itself is but another servant, but of what none dare imagine." In the aftermath of the *Infinity Gauntlet*, the Tribunal easily reverses the effects of Warlock's Gauntlet, claiming, "I represent forces that dwarf even your might. My authority comes from on High."

The One-Above-All manipulated Thanos into remaking the universe in order to fix a fundamental flaw. The One-Above-All also seemingly appeared to the Fantastic Four in "Heaven", at the time of the Thing's death, praising them for their persistence in exploring the Marvel Universe and promising extraordinary new wonders to be discovered in the years ahead, and eventually restores the Thing back to life. A grieving Peter Parker was encouraged by the One-Above-All, disguised as an elderly homeless man, to keep faith, when his Aunt May lay close to death. When a bartender asks the demon Mephisto whether the Living Tribunal, having created the Infinite Embassy, was actually "God", Himself, Mephisto responds, "No, he's not God. He's just the biggest kid in all the playgrounds. And if he knows the Principal, he's not exactly chatty about it." **(StrBY-3)**

WAR OF THE BROTHERS

BROTHERS — PLX5/PL43

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
60	60	25	25	25	25	25	25

POWERS

Megaversal Guardian: Variable Power 60 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects) Impervious Toughness 60 • *510 points*
Omnipresence: Teleport 60 • *120 points*
Omniscience: Communication 60, Comprehend 60, Mind Reading 60, Senses 60 (Cosmic Awareness) • *540 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 35 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 35 (+60), Insight 35 (+60), Intimidation 35 (+60), Perception 35 (+60)

OFFENSE

INITIATIVE +25

Cosmic Energy +25	Ranged Damage 60
Unarmed +25	Close Damage 60

DEFENSE

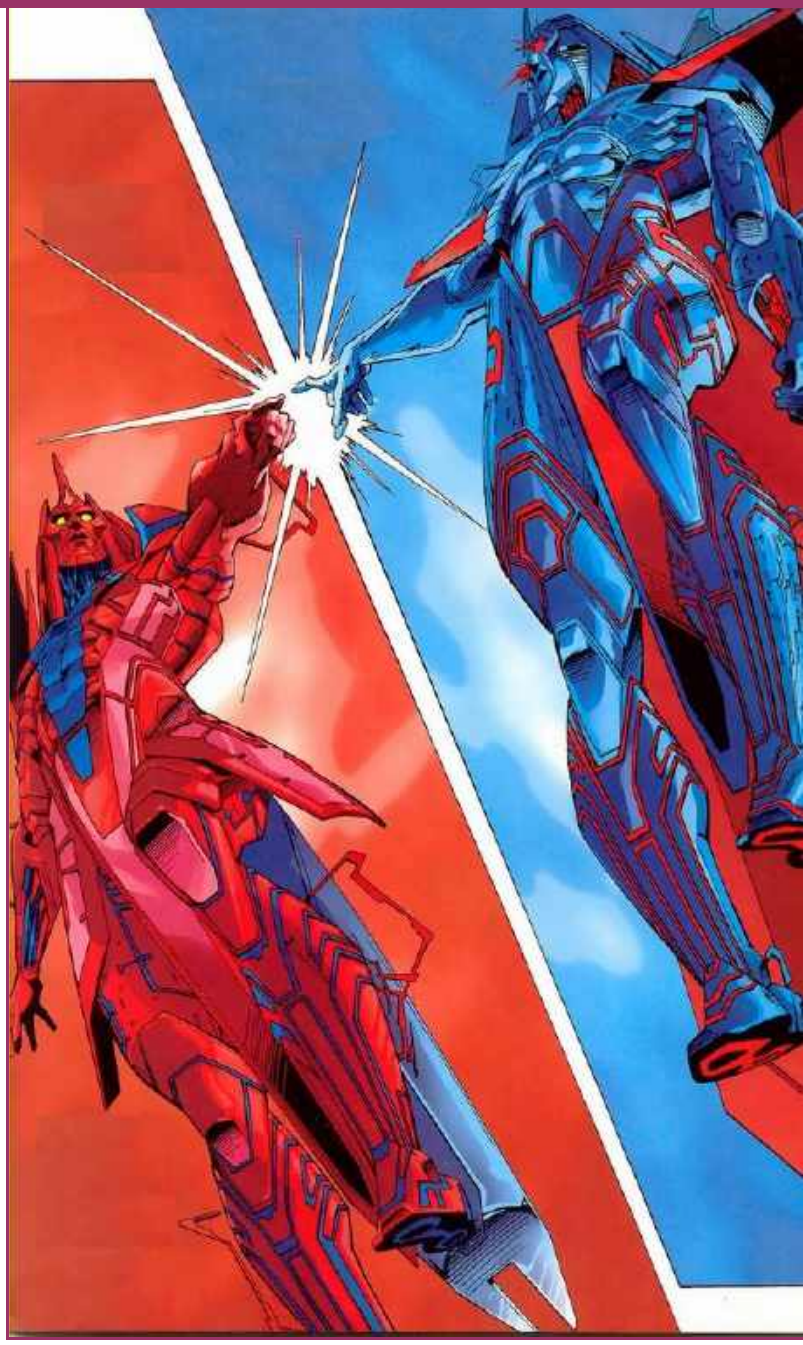
DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	25
WILL	25		

POWER POINTS

ABILITIES	540	**SKILLS**	70
POWERS	1170	**DEFENSES**	0
ADVANTAGES	45	**TOTAL**	1825

THE MEGAVERSAL DIVIDE

The Brothers were a pair of cosmic entities that represented the physical embodiments of both the DC Universe and the Marvel Universe. Because of the incompatible natures of the DC and Marvel realities, the Brothers were created by the Living Tribunal, adjudicator of the Marvel Multiverse, with the aid of the Spectre of the DC-Multiverse, to be the guardians of each entity's own Megaverse and, as such, each Brother wields the entirety of the sum total of power of their respective realities. It has been shown that the two Brothers dwarf even the Living. Tribunal in power, and are only superseded by only by the Omniversal level power of Marvel's One Above All and/or DC's 'The Presence ('God')'



When the Brothers remembered each other's existence, they pitted combatants from their respective realities together. The winner would then destroy the loser (and its own respective multiverse), to prevent this, the Living Tribunal and the Spectre combined the two universes together, creating an Amalgam universe – a combination of both multiverses.
With the help of the hero named Access, the Tribunal and the Spectre managed to separate the two realities and the Amalgam Universe has ceased to exist. **(StrBY-2)**
X-Level: The stat-boxes are the Brothers at a playable **PL43**. At X-level, they are **PLX5** - all Powers and Abilities assumed to be 20 and a +20 bonus for each X-rank (**20x5=100**) on all rolls.

LIZARD

Army surgeon Doctor Curt Connors lost his right arm as a result of a gangrenous war wound. Researching the regeneration properties of certain reptiles, Doctor Connors injected himself with the compound that controlled that regeneration. Connors regained his lost arm, but the chemical further mutated him into a humanoid lizard-man possessed of almost mindless primitive reptilian rage.

As the **Lizard**, Connors has battled Spider-Man on innumerable occasions, coming close to ending the web-slinger's career more than once, with Spider-Man, himself, faced with the conundrum of having to face one of his most savage opponents, while at the same time forced to hold back for fear of hurting his friend Curt Connors.

Connors has been "cured" of his affliction, on several occasions, only to become the Lizard again, and has had varying levels of intelligence – usually comparable to Conner's human intelligence, although sometimes deteriorating into pure animalistic savagery.

The Lizard is a savage and cunning opponent, intent upon conquering the world and ushering in the new age of reptiles. The Lizard has no interest in human life except for Dr. Connors' wife and son. Even in the Lizard's form, he will strive to protect them. He has a grudge with Spider-Man, but won't let that get in the way of his plans for world conquest. **(Str39)**

PERSONALITY

As the Lizard, Connors is completely absent of the higher emotions, his scientific intellect driven by nothing but primal reptilian motives. The Lizard hates mammals and despises humans, although he has been known to protect Curt Conner's family on occasion – likely due to possessive, territorial instincts. The domination instincts of a reptile preclude most partnerships, unless the Lizard is the absolute master (he had a bitter enmity with the similarly mutated dinosaur-man, Stegron). At times when his intellect has deteriorated, the Lizard is simply a savage, monster.

In his human identity, Curt Connors is a brilliant biologist and herpetologist, as well as a compassionate family man and former army surgeon.

POWERS AND ABILITIES

The Lizard has superhuman strength and agility, allowing him to easily jump over a two-story building. His scaled hide is tougher than a cured alligator skin, providing him with superhuman resistance to harm. He also has a six-foot tail that he can either use as a striking weapon or as a prehensile grabbing or grappling tool. He is also armed with razor-sharp fangs and claws.

The pads of Lizard's hands and feet are similar to those of a gecko lizard, giving him the ability to climb and adhere to vertical surfaces. The Lizard can communicate telepathically with reptiles and control all reptiles within one mile

REAL NAME: CURT CONNORS
OCCUPATION: RESEARCH BIOLOGIST
BASE: NYC
AFFILIATION: NONE
HEIGHT: 6 8" (5' 11")
WEIGHT: 550 (175)LBS
EYES: RED (BLUE)
HAIR: NONE (BROWN)

LIZARD PL11

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	8	7	2	5	-1	1	1

POWERS

Claws: Strength-based Damage 2 • *2 points*
Lord of Reptiles: - Mind Control 6 (Limited to Reptiles), Communication (Mental) 2 (Limited to Reptiles) • *8 points*
Regeneration: Regeneration 2 • *2 points*
Scaly Hide: Protection 2 • *2 points*
Senses 3 (Low-Light Vision, Scent, Track) • *3 points*
Tail: Strength-based Damage 2, Reach 1 • *2 points*
Wall-Crawling: Leaping 2 (30 ft), Movement 2 (Wall-Crawling 2) • *4 points*

ADVANTAGES

All-Out Attack, Defensive Roll 2, Diehard, Extraordinary Effort, Fearless, Improved Grab, Instant Up, Improved Initiative 2

SKILLS

Acrobatics 8 (+15), Athletics 8 (+18), Close Combat: Claws 4 (+9), Intimidation 10 (+11), Perception 6 (+8), Stealth 3 (+10)

OFFENSE

INITIATIVE +9

Claws +9	Close Damage 12
Tail +5	Close Damage 12

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	12/10*
WILL	6	*Without Defensive Roll	

POWER POINTS

ABILITIES	69	**SKILLS**	20
POWERS	23	**DEFENSES**	15
ADVANTAGES	10	**TOTAL**	154

COMPLICATIONS

Enemy: Spider-Man
Relationships: None as the Lizard. As Dr. Curt Connors, he has his wife Martha and his son Billy (although in a recent storyline, in his Lizard-form he apparently ATE his own son… so minus that). Curt Connors is also friends with Peter Parker
Power Loss: The Lizard's human form is that of Dr. Curt Connors: **STR** 0, **STA** 0, **AGI** 1, **DEX** 2, **FGT** 0, **INT** 4, **AWE** 4, **PRE** 1; Inventor, Skill Mastery (genetics); Expertise: Science (genetics) 11 (+15), Insight 6 (+10), Perception 5 (+9), Technology 10 (+14)); Init 1, Dodge 3, Parry 3, Fort 0, Tou 1
Weakness: The Lizard is cold-blooded and vulnerable to cold temperatures

LOBO

Lobo is the Last Czarnian, just as Superman is the Last Son of Krypton.

Hold on a fraggin' minute! I'm hijackin' this history lesson! Yer seriously comparin' me to the Big Blue Cheese? What'd he ever do to be called that? Cry like a widdle baby while Krypton an' the rest of his people croaked? I earned my title the hard way, by killin' every last one of my kind, an' lemme tell ya, fraggin' Czarnians is a lot durned harder than fraggin' some loser Kryptonians under a red sun! They weren't all just linin' up on some doomed planet waitin' ta be fragged, neither! I had ta hunt down my fourth grade teacher Miss Tribb halfway 'cross da galaxy!

Uh, right. Lobo was an anomaly on the idyllic planet of Czarnia. Due to the Czarnian self-replicative and regenerative powers, death and war was nearly nonexistent.

Y'see, I was fightin' nurture and nature ta be the bastich I am today! Y'know how sickenin' those goody-fraggin'-goody feebs are? When ya spill some blood, ya might as well be makin' babies cuz we Czarnians c'n just grow 'nother body or pop out little buggers from our blood!

Indeed. The thrill of genocide whetted Lobo's appetite for more killing, and he became a bounty hunter in order to pursue more opportunities for mindless violence. Lobo played both sides of the conflict between the Omega Men and Harry Hokum, the despot of the Vegan star system. When the two sides found a peaceful resolution, Lobo considered the job a failure and actually left without collecting.

Uh, this never happened! Cuz the Main Man always gets his man! Didn't that Crisis erase this from the books?

Later, Lobo ran afoul of the L.E.G.I.O.N. when tracking the killers of one of his space dolphins.

Sniff. My poor fishy!

Lobo was tricked by the L.E.G.I.O.N.'s Vril Dox and his twelfth level intelligence.

Har! Twelf'-level intelligence! What's this, some dweeby role-playin' game? Cuz if that feeb's a twelf'-level intelligence, then I'mma level twenty Master o' Frag!

Vril Dox offered protection for the dolphins in return for Lobo's services. Only when Lobo became more trouble than he was worth did Vril Dox finally release Lobo from the L.E.G.I.O.N., but not before Dox deprived Lobo of his Czarnian self-cloning ability.

That green bastich neutered me! Now Lobo's gotta make babies th' old-fashioned way! Ain't complainin'!

REAL NAME: UNREVEALED
OCCUPATION: BOUNTY HUNTER
BASE: MOBILE **AFFILIATION:** ABSOLUTELY NONE
HEIGHT: 6' 4" **WEIGHT:** 305 LBS
EYES: BLOOD RED **HAIR:** SEPULCHER BLACK

Nevertheless, several of Lobo's misadventures resulted in his apparent demise but every time, either Lobo or one of his clones survived.

Cuz maybe Dox didn't do as good a job as he thinks he did!

Lobo encountered Starfire, Animal Man, and Adam Strange in outer space with Devilance in hot pursuit. Lobo killed the New God but spared the trio, explaining that he was now the archbishop of a religion devoted to a fish-god and therefore had forsworn violence. This vow, of course, lasted only as long as it took Lobo to discover how to kill the fish-god.

Just goes ta show that violence solves all problems, even the problem o' non-violence! Recently, Lobo was sent to collect a bounty on Atrocitus but was repelled by the combined efforts of Hal Jordan, Sinestro and Carol Ferris. Lobo was actually hired by Atrocitus himself to stage the fight and gain him alliance with the Lanterns. In return for his services, Lobo received a Red Lantern power ring.

What kinda fraggin' d'ya think the Main Man can do with the most powerful weapon in the universe? **(Str85/90)**

LOBO PL13

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
16	16	2	2	10	1	2	0

POWERS

Arsenal: Array (30 points), Removable (-12 points)
- **Hook and Chain:** Affliction 13 (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobile), Cumulative, Extra Condition, Limited Degree, Reach 4 (20 ft.) • *30 points*
- **Bolter Gun:** Ranged Damage 10, Multiattack • *1 point*
- **Frag Grenades:** Ranged Burst Area Damage 10 • *1 point*

Barred from Heaven and Hell: Immortality 5; Immunity 1 (Aging) • *11 points*
I C'n Smell Ya From Here: Senses 18 (Acute, Extended 15, Ranged and Tracking Olfactory) • *18 points*
I Go Where I Want: Leaping 4; Speed 5 (60 MPH) • *9 points*
Last Czarnian: Immunity 10 (Life Support); Regeneration 5 • *15 points*
Nothin's Unfraggable: Senses 4 (Acute, Analytical, and Ranged Detect Weakness) • *4 points*
Super-Strength: Enhanced Strength 4, Limited to Lifting(Lifting Str 20; 25,000 tons) • *4 points*

EQUIPMENT

VEHICLE: SPACE BIKE • 47 POINTS

Size: Medium **Str** 6 **Speed:** 12 (Flight) **Def:** 10 **Tou:** 10, **Features:** Navigation System, Flight (Flight 12, AE: Space Travel 3)

ADVANTAGES

All-out Attack, Daze (Intimidation), Equipment 10, Fearless, Improved Critical (Unarmed), Improved Initiative, Power Attack, Ranged Attack 10, Startle, Weapon Bind

SKILLS

Expertise: Streetwise 12 (+13), Intimidation 20 (+20), Stealth 6 (+8), Technology 10 (+11), Vehicles 10 (+12)

OFFENSE

INITIATIVE +2

Bolter Gun +12	Ranged, Multiattack Damage 10
Frag Grenades	Burst Area, Ranged, Damage 10
Hook and Chain +10	Ranged, Affliction 13, Resisted by Dodge
Unarmed +10	Close, Damage 16, Crit 19-20

DEFENSE

DODGE	10	**FORTITUDE**	16
PARRY	10	**TOUGHNESS**	16
WILL	10		

POWER POINTS

ABILITIES	98	**SKILLS**	29
POWERS	81	**DEFENSES**	16
ADVANTAGES	28	**TOTAL**	252

COMPLICATIONS

Clone Wars: One of Lobo's clones might come calling, or maybe the clone is the real Lobo, or maybe they're all clones and the real Lobo is elsewhere, or maybe …
Feetal's Gizz!: Lobo's got a temper.
Honor: Lobo's word is his bond.
My Fishies!: Lobo has a soft spot for his space dolphins.
The Main Man: Lobo's reputation and a trail of dead bodies precede him.

PERSONALITY

Lobo lives for violence and destruction. He accepts bounty contracts simply for the thrill of killing and being paid for it, but he's just as happy killing for free. This doesn't mean he'll forgive a client who reneges on a deal - that just gives Lobo another reason to kill someone.
While Lobo has no conscience, he does have a perverse set of ethics, including honoring his contracts – although his primary ethic is to make sure that violence begets violence.

POWERS AND ABILITIES

Lobo is strong enough to go toe-to-toe against the likes of Superman. He can regenerate any wound that doesn't kill him, and because he isn't allowed in either Heaven or Hell, it's unlikely that Lobo can be permanently killed. Lobo is the best tracker in the universe and once he has caught a scent, Lobo can locate his prey even across solar systems. Lobo seems to have the uncanny ability to find an opponent's weakness and kill the seemingly unkillable. Lobo's Czarnian ability to spawn clones from his blood was fortunately removed by Vril Dox.

LONE RANGER

The **Lone Ranger** began his career after the Civil War, when, he joined the Texas Rangers, maintaining law and order along the Rio Grande. His brother, Daniel Reid, was then a captain in the Rangers

The Ranger's personal vendetta against injustice in the Old West is traceable back to a fight between a six-man Ranger detachment and the members of the notorious "Hole-in-the Wall" Butch Cavendish gang.

With Captain Daniel Reid in command, the small group of Rangers had been ambushed in a narrow ravine with high walls, called Bryant's Gap. In the shootout that followed, Captain Reid and four other Rangers were killed. The last man, Reid's younger brother, was badly hit and left by Cavendish to die.

The young Ranger Reid finally regained consciousness, several days later. He found himself being cared for, in a cave, by an Indian named Tonto. During his recovery, Ranger Reid told him he was the only survivor from the massacre, describing him as the "lone ranger" left alive, and the anonymous name was the one by which he would be known for the rest of his career.

Together, the Lone Ranger and Tonto buried the five rangers who had been murdered in the shoot-out. To fool the Cavendish gang, should it return, they created a sixth – a dummy – grave for Reid. Knowing that he would be marked for instant death if he reappeared openly, the Lone Ranger assumed a disguise - an eye mask made from his late brother's black vest, cloth that once had been honored by having the silver star of the law pinned to it.

In the years that followed, the Lone Ranger and Tonto ranged relentlessly across seven Western States in their common crusade against the forces of Evil. They rested only to get new supplies and make an occasional visit to the hidden silver mine which Reid and his brother Daniel had discovered. In their long absences, the mine was managed by an elderly, retired Ranger named Jim, who took only enough silver for his personal needs. During these reunions, the Lone Ranger also recast a new supply of silver bullets, the trademark he used to spread panic among the outlaws.

The selection of the precious metal, silver, for the bullets was deliberate. Its value constantly reminded the Lone Ranger of the high cost of human life, and of the necessity to take it only when he had no other choice. For that reason, he shot to kill only when there was no alternative. **(Str9)**

PERSONALITY

The Lone Ranger is your quintessential western good guy – loyal, moral, brave, and dedicated to the creed that every man should do what he can to make the world a better place.

POWERS AND ABILITIES

The Lone Ranger as a crack shot with a pistol, routinely shooting weapons out of opponent's hands, and various other trick shots. He is also a formidable hand-to-hand brawler, quite capable of single-handedly cleaning out any typical saloon. His horsemanship is testified by his mount, the mighty, wild-born stallion, Silver.

The Lone Ranger also has the law enforcement training of a Texas Ranger, as well as the survival skills necessitated by the times.

REAL NAME: JOHN REID
OCCUPATION: VIGILANTE, FORMER TEXAS RANGER
BASE: 19TH CENTURY AMERICAN WEST
AFFILIATION: PARTNER OF TONTO, TEXAS RANGERS
HEIGHT: 6' **WEIGHT:** 190 LBS
EYES: BLUE **HAIR:** BLACK

LONE RANGER — PL9

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
3	4	5	6	9	3	3	6

EQUIPMENT

Pistol: Ranged Damage 3 • *3 points*

ADVANTAGES

Close Attack (Melee) 3, Defensive Roll 2, Improved Critical (Pistol) 2, Improved Initiative, Luck, Quick Draw, Ranged Attack (Pistol) 10, Skill Mastery (horsemanship)

SKILLS

Acrobatics 5 (+10), Athletics 5 (+8), Close Combat: Unarmed 3 (+12), Equipment 1, Expertise: Outlaws 8 (+11), Expertise: Horsemanship 8 (+11), Expertise: Tracking 8 (+11), Insight 8 (+10), Intimidation 6 (+12), Investigation 8 (+11), Perception 6 (+9), Stealth 3 (+8), Sleight of Hand 1 (+6), Treatment 4 (+7)

OFFENSE

INITIATIVE +9

Pistol +15	Ranged, Damage 3, Crit. 19-20
Unarmed +12	Close, Damage 3

DEFENSE

DODGE	10	**FORTITUDE**	8
PARRY	12	**TOUGHNESS**	6/4*
WILL	9	*Without Defensive roll bonus	

POWER POINTS

ABILITIES	78	**SKILLS**	37
POWERS	0	**DEFENSES**	18
ADVANTAGES	22	**TOTAL**	155

COMPLICATIONS

Enemies: Butch Cavendish and his gang. Multiple enemies throughout the Old West.
Sidekick: The Lone Ranger is partners with Tonto
Silver: The Lone Ranger's mighty white stallion, Silver, has **STR** 7, **STA** 4, **AGI** 1, **DEX** -4, **FGT** 2, **INT** –2, **AWE** 1, **PRE** –3, **Powers:** Growth 4 (Permanent, Innate), Senses 2 (Extended Vision, Low-Light Vision), Speed 5 (60 MPH), Skills: Perception 4 (+5). **Offense:** Init +1, Attack +2 (Close, Damage 4). **Defenses:** Dodge 2, Parry 2, Fortitude 5, Toughness 4, Will 2

TONTO

Tonto was a Potawatomie Indian. When he was just a young boy, he was rescued by a white boy about Tonto's own age, after renegade Indians burned Tonto's camp, killed his family, and left the young Tonto to die. Tonto gave the boy a medallion as thanks.

Years later, when Tonto was a grown man, he came upon the aftermath of an ambush, where six Texas Rangers had been shot in a canyon by outlaws and left for dead.

Tonto found that one of the six rangers was still alive, and to his surprise, he also found his medallion around the wounded ranger's neck, thus discovering that this was his friend from long ago. After nursing him back to health, Tonto became the ranger's partner and has rode with him ever since as part of the Lone Ranger's crusade for truth and justice.

NOTE: Tonto has often been the target of villains who will often attack him to punish the Lone Ranger himself, and has become sort of a universal figure for the ultimate 'fall guy'. **(Str8)**

TONTO — PL6 78 POINTS

Abilities: **Str** 2 **Sta** 3 **Agi** 2 **Dex** 2 **Fgt** 4 **Int** 1 **Awe** 3 **Pre** 3

Equipment: **Pistol:** Ranged Damage 3, **Knife:** Close Damage 2

Advantages: Defensive Roll 2, Equipment 1, Skill Mastery (horsemanship)

Skills: Athletics 8 (+10), Close Combat: Knife 4 (+8), Expertise: Survival 4 (+5), Insight 6 (+9), Investigation 6 (+7), Perception 6 (+9), Ranged Combat: Pistol 4 (+6), Stealth 8 (+11)

Offense: Knife 8, Close Damage 4, Pistol +6, Ranged, Damage 3, Unarmed 4, Close Damage 2

Defense: Dodge 8, Parry 8, Fortitude 8, Will 4, Toughness 3

Totals: Abilities 40 + Powers 0 + Advantages 4 + Skills 23 + Defenses +11 = 78

Complications: **Fall Guy:** Tonto is often the target of bandits with a grudge against the Lone Ranger.

LORDS OF ORDER & CHAOS

The higher dimensions, home to the godlike powers known the **Lords of Order** and **Lords of Chaos**, are a tightly connected set of dimensions whose structure has changed over the course of the eternal war between the two powers to suit the behaviors and beliefs of their inhabitants. Those belonging to Order are perceived by mortals as a place of unyielding logic and structure, sterile and unchanging (and therefore only remotely hospitable to "lesser" lifeforms), while those belonging to Chaos are fluidly mutable, changing with rapidity and without seeming

The Lords of Chaos and The Lords of Order were higher beings that existed as energy forms of great mystical power and who acted as the avatars of the concepts of entropy and stagnation within the period now called the Ninth Age of Magic. Supposedly evolved from mortal lifeforms originating on the planet Cilia in Earth's physical dimension, the Lords in their final forms were mystical abstractions whose actual existence ranged across time and space regardless of the physical forms they showed mortals.

The two groups waged a war that spanned eons and crossed multiple dimensions, considering themselves inimical to one another as a base tenet of their existence (a tenet the rogue Lords Terataya and T'Charr, who had fallen in love with each other, ultimately died trying to disprove). Each side preferred to act through agents rather than in direct confrontation, and it is through those agents, such as Doctor Fate, the Gray Man, Kestrel, and Kid Eternity, that most mortals even became aware of the struggle and existence of the two forces.

In recent years, the Lords of Order had begun to withdraw in on themselves, allowing the Lords of Chaos greater sway as the cycle, which they saw as dominating their existence, was slowly progressing towards Chaos' ultimate victory and Order's inevitable rebirth. Even this changing tide came to an end at the hands of the Spectre entity who, having been deluded by Eclipso into accepting the idea that all magic was evil, destroyed the members of both groups. Currently, only the two Lords incarnated in mortal forms, Amethyst and Mordru, remain in existence.

PERSONALITY

Befitting their name, Lords of Order believe in pattern and structure. Most rarely speak, preferring to let their human thralls speak in their stead – after all, speaking is a disruption of ordered silence. Ironically, the lengths to which they willingly go to preserve the order often seem inscrutable or absurd. The Lord of Order who visited the Dreaming during the Season of Mists, for instance, manifested itself as a cardboard box, a form the lord considered perfect and ordered.

Lords of Chaos, on the other hand, are wild and unpredictable. Their entire existence is a non-sequitur. The Lord of Chaos who visited the Dreaming during the Season of the Mists, for instance, chose to appear as a small child in clown make-up. Unlike their counterparts, the Lords of Chaos prefer to speak for themselves, though they rarely make sense to outsiders, who are easily astounded by their speech and actions.

BASE: THE DIMENSIONAL PLAINS
KNOWN MEMBERS: AMETHYST, ARRIYA, CHAON, CHILD, GEMIMN, KILDERKIN, MR. KEEPER, M'SHULLA, NABU, SHIVERING JEMMY OF THE SHALLOW BRIGADE, T'CHARR, TERATAYA
HEADQUARTERS: REALMS OF ORDER AND CHAOS
VEHICLES: INAPPLICABLE

LORDS OF ORDER & CHAOS — PLX2/PL19

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
10	9	6	6	10	12	12	15

POWERS

Non-Physical Entities: Immunity 30 (Fortitude effects) Intangibility: Insubstantial 4, Dynamic, Protection 2 (Limited to the above stats if adapting physical form) • *57 points*
Omnipresence: Teleport 28 (Not available in physical form) • *56 points*
Omniscience: Communication 11, Comprehend 11, Mind Reading 11, Senses 11 (Cosmic Awareness) • *99 points*
Sorcery: Energy Control 28 (Variable Power, Any Powers with the Cosmic Descriptor) • *196 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 28 [Status (Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 15 (+27), Insight 15 (+27), Intimidation 12 (+28), Perception 16 (+28)

OFFENSE

INITIATIVE +6

Cosmic Energy +10	Ranged Damage 28
Unarmed +10	Close Damage 10

DEFENSE

DODGE	11	**FORTITUDE**	Immune
PARRY	11	**TOUGHNESS**	9
WILL	15		

POWER POINTS

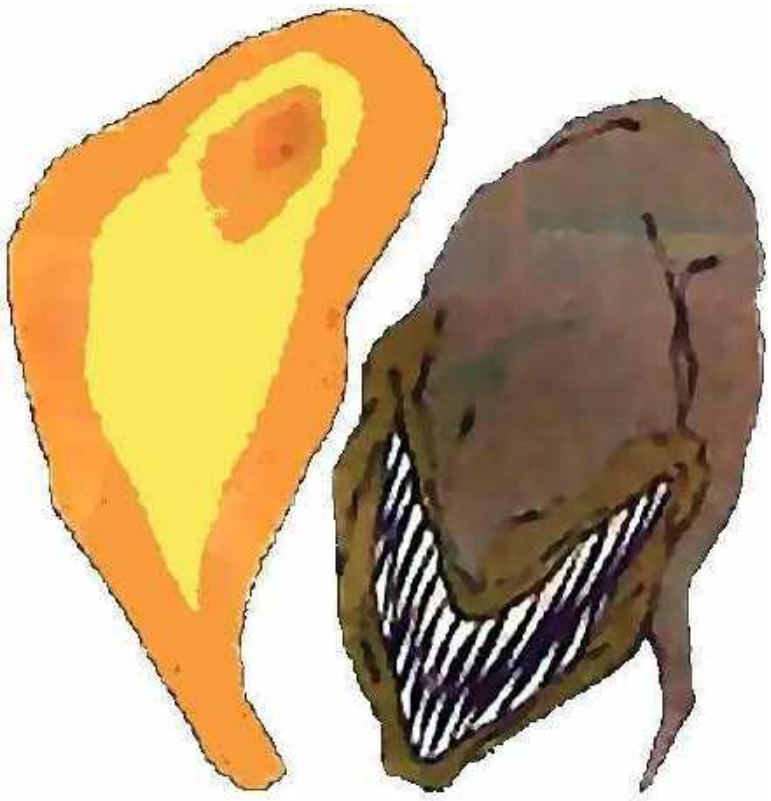
ABILITIES	160	**SKILLS**	29
POWERS	408	**DEFENSES**	9
ADVANTAGES	38	**TOTAL**	624

COMPLICATIONS

Conceptual Entities: The Lords of Order and Chaos are abstract entities, and thus is immune to physical damage, but if their physical manifestation is destroyed, they may not appear on the physical plane again for 1-10 years

POWERS AND ABILITIES

The Lords of Order and the Lords of Chaos have vast ability to manipulate mystical energies, and can duplicate any superhuman power. Both the Lords of Order and the Lords of Chaos exist as abstract constructs; neither possess inherent physical forms. Whenever the Lords of Order or Chaos wish to appear on one of the physical planes, they use Sorcery to create Physical forms. The stats above are given for the Lords of Order and Chaos at they typically appear when choosing to take physical form, although they may alter their stats at will, up to Amazing. When acting on the physical planes, they also suffer a –5 rank penalty to their Sorcery. The Lords of Order and Chaos are abstract entities, and immune to physical damage, but if their physical manifestation is killed, they cannot appear on the physical plane again for 1-10 years, so both groups prefer to act through agents and they have developed magical spells that enable them to empower humans and other lesser beings, with abilities of up to 10 ranks.
X-Level: The stat-box is the Lords at a playable **PL19**. Their X-level is **PLX2** - all Powers and Abilities 20 with a 20-point bonus for each X-rank (**20x2=40**) on all rolls.



LUCIFER MORNINGSTAR

In the beginning, God created the Archangels Michael and **Lucifer Morningstar**, the Bringer of Light. Michael created the first matter, and Lucifer shaped it into suns and the universe was created. God preordained everything in the universe, but Lucifer rebelled against God's Will and was banished into Hell.

After ruling Hell for ten billion years, however, Lucifer became bored. He expelled all demons and damned souls before locking Hell's gates and simply retired to Earth. Settling in Los Angeles, Lucifer opened a piano bar called "Lux" but eventually he was approached by Heaven to kill the evil deities known as the voiceless gods

Accomplishing his mission, Lucifer was allowed to leave Creation and visit the Void. He also rescued his brother Michael from Sandalphon, another rebellious angel.

Knowing that if Michael were to die, the power within in him would be released, Lucifer told the badly wounded Michael that he would kill him - allowing him to heal through resurrection. Lucifer took Michael into the Void and killed him; his power created matter in the void, and Lucifer shaped it into a new cosmos. He then invited anyone who wanted free of God's cosmos to live in his. Lucifer ruled this new cosmos, and he only had one rule: You shall not worship anything, not even Lucifer, or you die

Lucifer was last seen when he finally escaped Creation and God's plan, vanishing for parts unknown, although it is unlikely the universe has seen the last of him. **(Str30)**

PERSONALITY

Lucifer Morningstar is a charming devil, beguiling, and manipulative, with a disarming nature that disguises a terrifying wrath. He is absolutely ruthless, seeing the universe as simply pieces on a chessboard, and he is willing to use anyone as a pawn.

Most of all, Lucifer is obsessively determined to escape and defy God's Will

POWERS AND ABILITIES

Lucifer is omnipotent, but he's not God, and as such, he is subject to God's rules (see Weakness under Complications), and must take physical form in order to operate within God's universe. Inherent in his Angelic form, is natural winged flight, superhuman strength, and invulnerability. His full power is capable of destroying a multiverse.

But beyond his physical abilities, Lucifer is one of the craftiest, most conniving strategists in existence, and his uncanny ability to manipulate others, even beings as mighty as his own brother Michael (and possibly even God Himself).

Lucifer also has alliances and contacts across many realms, from the Silver City of Heaven to the depths of Hell, as well as a deep and intimate knowledge of the occult and the secret workings of Creation – after all, he helped build it.

X-Level: The stat-box is **Lucifer** as a playable **PL40**. At X-level, he ranks as a **PLX4** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls.

REAL NAME: LUCIFER MORNINGSTAR, THE LIGHTBRINGER, THE DEVIL, ATSE 'HASHKE, SAMAEL
OCCUPATION: BAR OWNER, FORMER RULER OF HELL
BASE: L.A. (FORMERLY HELL) **AFFILIATION:** NONE
HEIGHT: UNREVEALED **WEIGHT:** UNREVEALED
EYES: BLUE **HAIR:** BLONDE

LUCIFER MORNINGSTAR — PLX4/PL40

STRENGTH	STAMINA	AGILITY	DEXTERITY	FIGHTING	INTELLECT	AWARENESS	PRESENCE
8	16	3	5	12	22	25	25

POWERS

Awareness: Senses 23 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition) • *23 points*

Dimensional Travel: Movement 3 (Dimension Travel) • *6 points*

Immortal: Immunity 31 (Aging, Fortitude Effects), Impervious Toughness 19 • *80 points*

Sorcery: Energy Control 55 (Variable Power, Any Powers listed – Limited: cannot create something from nothing) • *385 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (The Morningstar, The Devil), Connected, Diehard, Fearless, Great Endurance, Leadership, Power Attack, Power Attack, Range Attack 10, Ultimate Effort (Powers), Well-Informed

SKILLS

Deception 18 (+40), Expertise: History of Creation 38 (+55), Insight 15 (+40), Intimidation 30 (+55), Perception 10 (+35), Persuasion 10 (+40), Ranged Combat: Sorcery 12 (+25)

OFFENSE

INITIATIVE +3

Sorcery +25	Ranged Damage 55
Unarmed +16	Close Damage 8

DEFENSE

DODGE	16	**FORTITUDE**	Immune
PARRY	16	**TOUGHNESS**	16
WILL	31		

POWER POINTS

ABILITIES	232	**SKILLS**	79
POWERS	494	**DEFENSES**	23
ADVANTAGES	61	**TOTAL**	891

COMPLICATIONS

Angelic Form: Lucifer's true form cannot manifest within God's Creation as its brilliance would destroy it (see Morningstar, below), and so he is forced to operate with the above listed stats.

Relationships: Lucifer's traditional relationships are with his Father, Yahweh, and his Brother, Archangel Michael. He has also developed a relationship with his niece, Elaine Belloc, and has a long running liaison with the lilim demon-woman, Mazikeen

Obsession: Lucifer will be damned if he is going to serve the Will of God.

Temper: He's the Devil, so, yeah, you gotta worry about his temper

Weakness: The one limit to Lucifer's powers is that he cannot create something from nothing. He shares the power of Creation with his Brother Michael, who can create matter but cannot shape it.

THE MORNINGSTAR: BRINGER OF THE LIGHT • THE BRIGHTEST ANGEL IN HEAVEN

Lucifer Morningstar, the 'Star of the Morning' is the first born son of Heaven, and he is exceeded in power only by his Father, Yahweh, and matched only by his Brother, Archangel Michael.

But to exist within God's Creation, Lucifer must abide by God's laws. As such, his true Angelic form is too stupendous to manifest on the physical plane, and to operate within the physical universe and its multi-dimensions, Lucifer must take physical form, with the stats listed above.

Becoming physical also assumes physical weakness, and in this form, Lucifer can be killed.

In his true angelic form, Lucifer's are reflected by the stat box to the right – or if the GM prefers, he may simply be played as **PLX4**.

LUCIFER MORNINGSTAR (ANGELIC FORM) PLX40 (PLX4)

STR 55 STA 55 AGL 25 DEX 25 FGT 25 INT 25 AWE 25 PRE 25

Immortal: Immunity 31 (Aging, Fortitude Effects), Impervious Toughness 55, **Sorcery:** Energy Control 55 (Variable Power, Any Powers listed – Limited: cannot create something from nothing)

Offense: Initiative 25, Energy Blast +25 (Ranged, Damage 55) Unarmed +25 (Ranged, Damage 55)

Defense: Dodge 25, Parry 25, Fortitude Immune, Toughness 55, Will 25

Totals: Abilities 520 + Powers 1075 + Advantages 40 + Skills 60 + Defenses 0 = 1695

Complications: Lucifer may not assume this form within God's Creation.

ARCHANGEL MICHAEL

ARCHANGEL MICHAEL PLX4/PL40

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
8	16	3	5	12	18	25	25

POWERS

Awareness: Senses 23 (Awareness - Cosmic, Divine, *and Magica*l, All Extended 2; Precognition) • 23 points
Dimensional Travel: Movement 3 (Dimension Travel) • *6 points*
Immortal: Immunity 31 (Aging, Fortitude Effects), Impervious Toughness 19 • *80 points*
Sorcery: Energy Control 55 (Variable Power, Any Powers listed – Limited: can create but not shape matter) • *385 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 30 (The Archon), Connected, Diehard, Fearless, Great Endurance, Leadership, Power Attack, Power Attack, Range Attack 10, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise: History of Creation 37 (+55), Insight 10 (+35), Intimidation 25 (+55), Perception 10 (+35), Ranged Combat: Demiurgic Power 12 (+20)

OFFENSE

NITIATIVE +3

Demiurgic Power +25	Ranged, Damage 55
Unarmed +16	Close Damage 8

DEFENSE

DODGE	16	**FORTITUDE**	Immune
PARRY	16	**TOUGHNESS**	16
WILL	30		

POWER POINTS

ABILITIES	224	**SKILLS**	47
POWERS	494	**DEFENSES**	27
ADVANTAGES	61	**TOTAL**	868

COMPLICATIONS

Relationships: Michael's traditional relationships are with his Father, Yahweh, and his Brother, Lucifer Morningstar. He has also has a human daughter, Elaine Belloc.
Weakness: Michael's one limit is that he can create matter but cannot shape it. He shares the power of Creation with Lucifer, who cannot create something from nothing.
X-Level: The stat-box is Michael as a playable **PL40**. His X level is **PLX4** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls

THE ARCHON

Michael, 'The Archon' is the second-born son of Heaven, and he is exceeded in power only by his Father, Yahweh, and matched only by his Brother, Lucifer Morningstar. But to exist within God's Creation, Michael must abide by God's laws. As such, his true Angelic form is too stupendous to manifest on the physical plane, and to operate within the physical universe and its multi-dimensions, Michael must take physical form, with the stats listed above. Becoming physical also assumes physical weakness, and in this form, Michael can be killed (Use stats for Lucifer's Angelic Form).

When the archangel Lucifer Morningstar began his revolt in heaven, he was hopelessly outnumbered. He was eventually defeated by his brother, the **Archangel Michael (Str30)** who used the Demiurgos (God's power) to destroy his angelic forces. However, during the aftermath of the attack, a fallen angel named Sandalphon thrust his spear into Michael's back and took him captive into a pocket reality. There, Michael was chained to a pillar while Sandalphon attempted to create a new generation of warrior angels. Using Michael's power to impregnate human women and then gestating the fetuses inside Michael himself, he produced thousands of failures before creating Elaine **Belloc** with her 300 viable ova.

Just as he attempted to claim Elaine, however, Lucifer stepped in.

Easily defeating the cowardly fallen angel Sandalphon, Lucifer took Michael - who never bore animosity towards his brother - and used him as a means to end the then-ongoing assault by the Heavenly Host against his home. Lucifer had obtained a Letter of Passage outside of Creation due to an earlier arrangement with Heaven. The subsequent doorway had been intended to be one-way and one-time only, but Lucifer bound it open with YHWH, God's own name. To destroy the door would be to unmake Creation.

Unable to allow this, the Heavenly Host had laid siege to Lucifer's home in his absence. Arriving with the archangel Michael, the Host was instantly defeated - if Lucifer were to kill Michael there, the Demiurgic power would wash over Creation, wiping it clean of all life. The Host receded. Michael, however, remained suffering and awaiting the death promised him by his brother Lucifer. The injured Michael was taken through Lucifer's gate into the Nihilo (nothingness) where Lucifer thrust a sword into him and released the Demiurgic power inside him, creating a new cosmos. Having acquired the Demiurgic power over this new Creation, Lucifer reconstituted the archangel Michael after the event, but Michael refused Lucifer's offer to stand at his side. Nevertheless, Michael is eventually ejected from heaven for questioning God's wisdom in ordering the death of his daughter, Elaine Belloc.

Michael's half human/angel daughter Elaine Belloc began to play a more prominent role in his life. Initially guarded towards her, Michael began to feel genuine affection and love, which compounded after Lucifer, having been near fatally injured by the Basanos, was regenerated by the death/sacrifice of Elaine.

When Fenris the Wolf attempted to destroy the World Tree, Yggdrasil, and upset the balance of all Creation, Michael, mortally wounded in battle with Lucifer (acting while under possession of Fenris the Wolf), told the now-revived Elaine that he loved her and that she must now be the holder of the Demiurgos power before he could be allowed to die. Upon his death, the Michael and Lucifer shared forgiveness and Elaine absorbed Michael's power and she became the new ruler of Creation. **(Str3)**

ELAINE BELLOC PLX4/PL40 - 569 POINTS

A: Str -1 **Sta** 0 **Agi** 1 **Dex** 1 **Fgt 0** **Int** 2 **Awe** 2 **Pre** 2

Powers: Awareness: Senses 23 (Awareness - Cosmic, Divine, and Magical, All Extended 2; Precognition); **Dimensional Travel:** Movement 3 (Dimension Travel); **Immortal:** Immunity 31 (Aging, Fortitude Effects), Impervious Toughness 19; **Sorcery:** Energy Control 60 (Variable Power, Any Powers listed)

Advantages: All-Out Attack, Assessment, Benefit 60 (Ruler of Creation), Connected, Diehard, Great Endurance, Leadership, Power Attack, Power Attack, Ultimate Effort (Powers), Well-Informed

Skills: Insight 4 (+6), Perception 4 (+6), Persuasion 5 (+7)

Offense: Initiative +1, Energy Blast +20 (Ranged Damage 60), Unarmed +0 (Close Damage -1)

Defense: Dodge 4, Parry 3, Fortitude Immune, Will 5, Toughness 0

Totals: Abilities 14 + Powers 469 + Advantages 70 + Skills 7 + Defenses +9 = 569

X-Level: The stat-box is Elaine as a playable **PL40**. At X-level, she is a **PLX4** entity - all Powers and Abilities are assumed to be 20 with a +20 bonus for each X-rank (**20x4=80**) on all rolls

GREAT EVIL BEAST

GREAT EVIL BEAST — PLX5/PL43

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
60	60	25	25	25	25	25	25

POWERS

Great Darkness: Variable Power 60 (Any Powers with the Cosmic Descriptor), Immunity 30 (Fortitude effects) Impervious Toughness 60 • *510 points*
Omnipresence: Teleport 60 • *120 points*
Omniscience: Communication 60, Comprehend 60, Mind Reading 60, Senses 60 (Awareness) • *540 points*

ADVANTAGES

All-Out Attack, Assessment, Benefit 35 (Status: Cosmic Entity), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) 35 (+60), Insight 35 (+60), Intimidation 35 (+60), Perception 35 (+60)

OFFENSE

INITIATIVE +25

Cosmic Energy +25	Ranged Damage 60
Unarmed +25	Close Damage 60

DEFENSE

DODGE	25	**FORTITUDE**	Immune
PARRY	25	**TOUGHNESS**	25
WILL	25		

POWER POINTS

ABILITIES	540	**SKILLS**	70
POWERS	1170	**DEFENSES**	0
ADVANTAGES	45	**TOTAL**	1825

THE ULTIMATE DARKNESS

The **Great Evil Beast**, also known as The Great Darkness or The Ultimate Darkness, was created the moment God/The Presence uttered the words "Let there be light", incarnating everything opposing the light; still, it was but a newborn entity, and was easily put to rest in its own realm. As the Great Darkness, it is mentioned as a mass of infinite darkness threatening Hell itself. When the earth-shattering events of the Crisis on Infinite Earths struck, a group of mystic madmen calling themselves the Brujeria attempted to conduct a mystic ritual to contact the Great Darkness; unsurprisingly,things went awry and the entity awoke as a furious Beast, unknowing of its own power and confused about its existence.

It ended up encountering a number of mystical heroes (Etrigan, Dr. Fate, the Spectre), who unwittingly angered the Beast and directed it against Heaven. They did this unknowingly, despite their best intentions; Etrigan taught it Darkness was Evil, Dr. Fate told him that Evil was Despisable, and the Spectre instructed it with the concept of Revenge. Infuriated, the being sought to assault Heaven to demand answers from the Presence as to its existence, trampling all it crossed paths with.
This power was so vast, it caused Hell's three main figures - Lucifer, Azrael and Beelzebub - to form a triumvirate to defend themselves should the Great Darkness decide it wanted Hell as its realm.
A different faction, led by the Demons Three, banded together to follow the Darkness, whom they saw as the ultimate evil.
However, when the Darkness reached the gates of the Heaven's Silver City, it extended its hand, and the unforeseen occurred - the Presence offered His own Hand, and when they touched, both the ultimate light and the supreme dark merge, forming the perfect balance as a form of Yin/Yang. **(StrBY-2)**
X-Level: The stat-box is the **Great Evil Beast** as a playable **PL43**. Its X-Level is **PLX5** - all Powers and Abilities are assumed to be 20 with a +20 bonus for each additional X-rank
(**20x5=100**) on all rolls

THE PRESENCE

PRESENCE PLX

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
X	X	X	X	X	X	X	X

POWERS

Omnipresence: Teleport X • *X points*
Omniscience: Communication X, Comprehend X, Mind Reading X, Senses X (Cosmic Awareness) • *X points*
Supreme Being: (Variable Power, All Powers), Growth X, Immortality X, Immunity X, Impervious Toughness X • *X points*

ADVANTAGES

All-Out Attack, Assessment, Benefit X [Status (Supreme Being), Connected, Contacts, Eidetic Memory, Fearless, Jack of All Trades, Power Attack, Ultimate Effort (Powers), Well-Informed

SKILLS

Expertise (All fields) X (+X), Insight X (+X), Intimidation X (+X), Perception X (+X)

OFFENSE

INITIATIVE +X

Cosmic Energy +X	Ranged Damage X
Unarmed +X	Close Damage X

DEFENSE

DODGE	X	**FORTITUDE**	X
PARRY	X	**TOUGHNESS**	X
WILL	X		

POWER POINTS

ABILITIES	X	**SKILLS**	X
POWERS	X	**DEFENSES**	X
ADVANTAGES	X	**TOTAL**	X

SUPREME BEING

The religious cosmology of the DC Universe is complex with many pantheons of deities co-existing alongside each other, involving elements from multiple religions, mythologies, and modern created concepts such as the Endless. It is not always clear how the Abrahamic God fits in to this - for example one *Wonder Woman* storyline featured the Greek Titans fighting Judaeo-Christian angels and Hindu gods - although the unspoken rule seems to be that the Judaeo-Christian God sits above all others, and then below that you can have your New Gods and your Greek gods and whoever else.

While events like the Great Flood and the ten plagues of Egypt are part of DC continuity, much remains unclear.
The DC Universe is repeatedly shown to have been created via a variation of the Big Bang and humans having evolved from apes, yet paradoxically it also has a Garden of Eden and a version of Lilith, Adam's first wife. But when Cain, Abel, and Eve tell a story to Daniel Hall (grandson of Carter Hall) about their past Abel says, "this did not happen on Earth" before being shushed.
In the *Sandman* mythos, God's angels are shown as residents of the Silver City, styled upon Heaven, but explicitly referred to as a separate place. Within the city are two towers. At the top of the tallest, the Tower of Unendingly High, is the Primum Mobile, the Throne of Light, where God resides. Angels can only approach the Throne if they are summoned. The second, shorter tower contains an audience chamber where the voice of God, the Logos, can be heard. God is, again, never explicitly referred to by name, and is in fact rarely mentioned at all, save an exchange between an Egyptian D\deity and an angel in Season of Mists: "On whose authority?" "Whose do you think?"
During the events that unfolded after the fallen angel Lucifer Morningstar renounces his throne and leaves Hell, God, The Presence, is referred to as Yahweh, and is the father of Lucifer and Michael Demiurgos.
The Presence has now vacated his creation and his granddaughter Elaine Belloc has taken his place. How this affects other aspects of the Presence has yet to be seen. **(StrBY-3)**

ABOUT THE AUTHOR

Little is known about the origins of the anonymous individual, known by the Internet-handle, **'JES'**. Photographs exist (like the one below) but are unconfirmed. It is rumored that 'JES' – if he truly exists – grew up in the wilds of Oregon – thought by some to have been raised by wolves. Although possessed of a wide variety of trivial knowledge, both science and science fiction, JES has few practical skills and no powers, relying mostly on dumb luck and bullshit. He has published six novels under the pseudonym 'John Lee Schneider' – **WHITE POINTER**, and **SURFACE PREY**, featuring sharks, **HYBRID VIGOR**, about crocodiles, **BLACKFISH DOWN**, with orcas, and has chronicled the dinosaur apocalypse in **AGE OF MONSTERS**, and **EXTINCTION**.

JES — PL5

STR	STA	AGI	DEX	FGT	INT	AWE	PRE
3	3	2	2	4	2	2	2

ADVANTAGES

Close Attack 2, Defensive Roll 2, Improved Critical (Unarmed) 1, Improved Hold, Improved Initiative

SKILLS

Athletics 2 (+5), Deception 2 (+6), Expertise (Paleontology) 8 (+10), Expertise (Sociology) 6 (+8), Expertise (Science Fiction, Superheroes) 6 (+8), Expertise (Artist, Writer) 7 (+9), Investigation 2 (+4), Insight 3 (+5), Perception 3 (+5), Persuasion 2 (+4)

OFFENSE

INITIATIVE +3

Unarmed +6 — Close Damage 3 Crit.18-20

DEFENSE

DODGE	5	**FORTITUDE**	3
PARRY	5	**TOUGHNESS**	5/3*
WILL	7	*Without Defensive roll bonus	

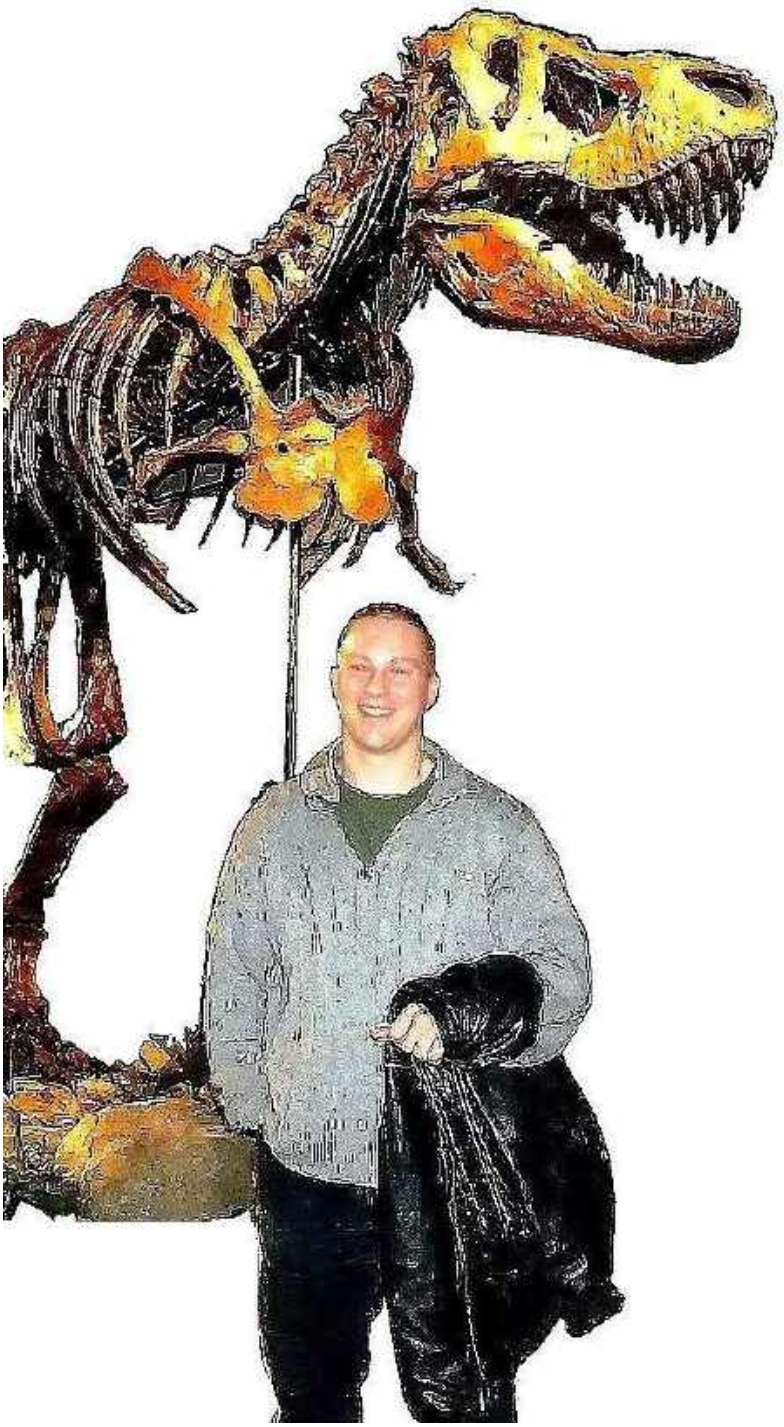
POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	0	**DEFENSES**	11
ADVANTAGES	7	**TOTAL**	79

COMPLICATIONS

Enemies: Too many to name. Could piss off a Buddhist monk.

Babe Magnet: Unfortunately only works on women who are married, ex-cons, have heavy drug habits, are involved in the adult industries, are lesbians, witches, or raving psychopaths (see 'Enemies' above)



REAL NAME: UNREVEALED
OCCUPATION: JACK OF MANY TRADES, MASTER OF NONE
BASE: UNREVEALED
AFFILIATION: NONE, BURNED A LOT OF BRIDGES
HEIGHT 5' 10: **WEIGHT** 210 LBS
EYES: BLUE **HAIR** BROWN

Boxing is the sweet science, and battle is all about strategy. A fight is much more than two brutes exchanging blows back and forth – a strong opponent may choose to grapple, or to lay back and wait for a haymaker. Likewise, a small, agile fighter may choose to play a defensive 'float like a butterfly' strategy. A fighter with a strong chin may throw caution to the wind and attack with wild haymakers. You can even gang-up on an opponent. Battle Tactics & Combat Maneuvers allow characters to adjust their strategies, based on their own strengths and weaknesses, as well as the relative abilities of their opponents. NOTE: While any character can employ any combat maneuver they choose, some characters have specific maneuvers listed under their advantages – in which case they receive up to +5 instead of +2 bonus/penalty when employing these tactics.

BATTLE TACTICS & COMBAT MANEUVERS

Attack: Standard attack (punch, kick, energy blast) against any target within the attack's range. If the attack is an area effect or perception range, no roll is needed - it automatically affects the area or target.

Charge: If you are out of an attack range, you can close distance by rushing forward your speed rank or movement power straight towards your target. At the end of your movement, you perform a standard attack a –2. To tackle an opponent, a **Charge** can be combined with a **Slam Attack** (see below)

Defend: By focusing on defense, you forgo attacks in order to take a defensive roll versus any attack that turn, adding 10 to any roll of 10 or less, just as if you spent a hero point (ensuring a minimum roll of 11). An attacker must equal or exceed your check result to hit you.

Grab: You attempt to grapple a target. Make an attack check - If successful, the target makes a resistance check against your Strength (or the rank of a grabbing effect) using the better of Strength or Dodge. If you win with one degree of success, the target is restrained (immobile and vulnerable). Two or more degrees leave your opponent bound (defenseless, immobile, and impaired). You can attempt to improve an existing hold with another grab action on a following turn – degrees of success are cumulative, but if you lose, the target escapes (see **Escape**).

You are hindered and vulnerable while grabbing and holding – you can maintain a successful grab as a free action each turn, but cannot perform other actions requiring the use of your grabbing limbs. Since maintaining a grab is a free action, you can take a standard action to inflict your Strength damage on subsequent turns after the grab is established.

Escape: You attempt to escape from a successful grab Make a check of your Athletics or Sleight of Hand against the routine check of your opponent's Strength or grab effect rank. Success means you end the grab and can move away from your opponent, up to your normal speed minus one rank. If you fail, you are still grabbed.

Accurate Attack You sacrifice force for accuracy - when you attack, you take a penalty of up to –2 on the damage and add the same number (up to +2) to your attack bonus. Your effect modifier cannot be reduced below +0 and your attack bonus cannot more than double in this way. The changes are declared before you make the attack check and last until the start of your next turn.

All-out Attack you can go all-out, taking a penalty of up to –2 on your defenses (Dodge and Parry) and adding the same number (up to +2) to your attack bonus. Defense bonuses cannot be reduced below +0 and your attack bonus cannot more than double. The changes to attack and defense bonus are declared before you make the attack check and last until the start of your next turn.

Defensive Attack When you attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to your defenses (Dodge and Parry). Your attack bonus cannot be reduced below +0 and your defense bonuses cannot more than double. The changes to attack and defense bonus last until the start of your next turn. This maneuver does not apply to effects requiring no roll or allowing no resistance check.

Power Attack: When you attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to the damage of your attack. Your attack bonus cannot be reduced below +0 and the damage bonus cannot more than double. The changes to attack and effect are decided *before* you make your attack check and last until the start of your next turn. This maneuver does not apply to effects requiring no roll or allowing no resistance check.

Slam Attack: Tackling - when you charge, you can charge right *into* your target, strengthening your attack, but potentially receiving some damage from the impact yourself. The damage rank for your attack equals your movement speed rank, or your normal damage rank with a +1 circumstance bonus, whichever is higher. If you move your full speed before you charge, increase your damage by either means by an additional +1 circumstance bonus. Base slam attack damage (before circumstance modifiers) is limited by power level. You suffer some of the impact of slamming into a target; make a Toughness roll against half the damage rank of your attack (rounded down).

Team Attack: Against very tough foes, multiple attackers can attempt to combine their attacks. The attacks to be combined must have the same effect and resistance and be within 5 ranks of each other. Multiple attacks all doing Damage against Toughness can combine, but a Mental Blast, must be combined with attacks resisted by Will.

The attackers act in the initiative order of the slowest attacker, and each attacker makes an attack roll against the target's defense. Effects not requiring a roll may be used in a team attack; count the effect as having one degree of success, if it is not the main attack.

Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: 1 degree provides a +2 damage bonus to the rank of the main attack, 3 or more provides a +5 bonus. In this instance, degrees of failure do not reduce success; those attacks simply miss and have no effect.

HERO POINTS: You may spend a hero point to re-roll any die roll you make and take the better of the two rolls. With a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20).

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From Oa to Taa…

From the Crisis on Infinite Earths to the Infinity Gauntlet…

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